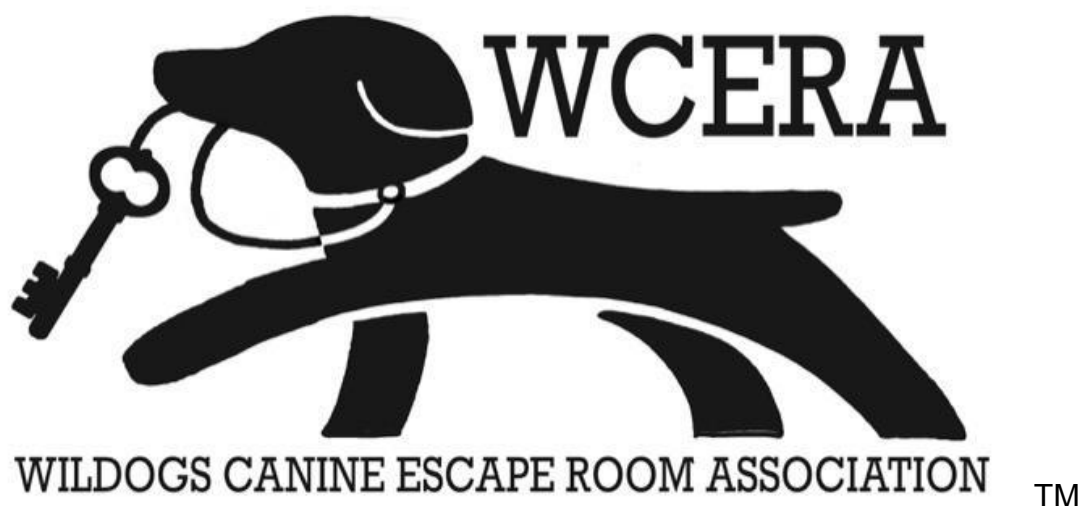




Game Master Rule Book©

October 2024
Updated Jan 2026

I love all of you who have offered to work on all the edits. Writers have editors because they read their work and do not see the mistakes. It's in their mind correctly. I personally have no clue what goes through my ADHD brain, but I have had a lot of fun writing it all down. I will take you up on it shortly.
I might even make it a game!

Preface

Wildogs Canine Escape Room Association© is pleased to announce their first Rule book effective October 2024.

I have spent years brainstorming and coming up with different dog games over the years, but nothing ever seemed to stick or feel original until one night I blurted out Escape Rooms for Dogs and went into action. I am so excited to see where it goes and hope every team that plays finds the same excitement and joy I do when playing with my dogs. Here's to escaping successfully. Kelly (Wildatheart) Lengle

Copyright Information

COPYRIGHT © 2024-2026 -WCERA, Wildogs Canine Escape Room Association, its LOGO's, MASTER GAME RULE BOOK, and any written items pertaining to WCERA are all protected by copyright laws.

INDEX:**Page**

How to become a game master/host club	5
Club Application	22
Requirements for the Game Master to host events	5
How to hold an event	6
Becoming a Moderator/ Judge/Apprentice	8
Moderator/Judge Application	9
The Room Guide	10
Distance Between Clubs	8
Insurance	5
Premiums	18
Fees for host club	6
Application for Events	7
Game Master/ Host Club Agreement	6
Minors	8
Resets	8
Briefings	11
Spectators	11
Blinds	11
How to handle a dog that soils the room	11
Move-ups	12
Cancellations	12
Blue-Tape	12
Hot Items	14
Bitch is Season	13
Leashes	13
Collars	13
Alcohol, Drugs, Cigarettes, Vapes, illegal substance	13
Video/Photos	13
Cheating	13
Treats/Rewards	14
Dogs	15
Dog Application	21
Age of Dogs	15
Veteran Dogs	15
Ribbons	16
Titles	17
Certificates	17
Misconduct	12

Aggressive Dogs	12
Disciplinary Action	12
Declining and Entry	12
Rooms and Games	24
Rules/Descriptions	25
Lock & Key	25
BreakOut	30
Puzzled	35
Pirate Ship	39
TrailBound	43
Match It	47
SewerRat	50

Welcome! We are still under a lot of construction and trying to keep everyone in the loop as best we can. Please be patient with editing.

We are working in the background on the data base and website. When that is up and rolling, the rest will come. Meanwhile ...have fun escaping with us! We are sure you will love it like we do!

If you have questions or are interested in becoming a host, please feel free to email iceytolt@yahoo.com with a clear subject. Thank you

Game Master/ Host Club is a licensed club that runs WCERA events.

How to become a Game Master/ Host Club-

Please submit your application or email a request for an application to WCERA.DOG (iceytolt@yahoo.com while our website is under construction). To host a WCERA event, you will need to be approved and assigned an official Game Master/Host Club number. Some clubs may be listed as provisional until they host their first event with WCERA's permission. All Game Master/Host Clubs must follow all WCERA rules. All Game Master/Host Clubs will need to be Licensed with Wildogs Canine Escape Room Association to hold events.

Requirements for the Game Master to host events-

To run an event, the following will be needed.

Secretary- The Secretary may be the same individual as the Host Chair. The Secretary is responsible for submitting Event applications, handling all the entries, emails, premiums, scoring and results submitted to WCERA. This may be a shared position.

Chair- The Chair may be the same individual as the Host Secretary. Chair works with/as the Game Master. The Chair must be present at the event and is available to handle any situations that should arise. The Chair must understand how the events work and be familiar with the Rules.

Committee- The committee members work with the Game Master/ Chair to resolve any situations that may arise and need addressed. Premiums should list at least 3 members. All three do not need to be present but should a situation arise they need to be available immediately.

Workers/Volunteers- The Workers help the Game Master/Moderator to perform duties needed to have a well-run organized event.

Insurance- Proof of comprehensive liability insurance must be sent in with event application. Insurance should cover host club, the site of the event, and must list WCERA -Wildogs Canine Escape Room Association as additional insured and indemnified.

Supplies- Supplies are items needed to host an event. Items include but are not limited to cleaning supplies, scent, keys, locks, scribe sheets, software, and room items.

*All Nursery and Level one items will remain uniform across all clubs. This will keep the games consistent.

Moderator/Judge- Must be licensed with WCERA or granted permission to Judge event from WCERA Admin.

Room Guide- Must be familiar with the rules and how to properly reset/work each room.

Premiums- Premium requirements listed on page 18.

Game Master/Host Club Agreement- Must be signed by all participants at the event and be included on the entry form.

How to hold an event- Request approval for a licensed event online at WCERA.DOG (iceytolt@yahoo.com while website is under construction). All events will be assigned an event number. Each event may have up to 2 trials a day. Multiple judges may be utilized. All WCERA rules must be followed. Each trial fee is \$30 to be paid at time of the application. If the application is denied, a refund will be issued within 10 days. Clubs may host as many days as they would like. Special permission may be granted by WCERA Admin for additional trials per day. One or all the games/rooms may be played.

Fees for Host Clubs- A run fee of \$2.50 will be paid to WCERA for each entry. All runs including judges runs and absent runs will be accounted for. Absent dogs that are refunded by the club do not have to pay a run fee.

Application to host and Event \$30 per trial

Club Name															
Club Number															
Date/s of Event															
Number of Trials (\$30 each)	<table border="1"> <tr> <td>Day 1 Trial 1</td> <td>Day 2 1</td> <td>Day 3 1</td> <td> </td> </tr> <tr> <td>Day 1 Trial 2</td> <td>Day 2 2</td> <td>Day 3 2</td> <td> </td> </tr> </table>					Day 1 Trial 1	Day 2 1	Day 3 1		Day 1 Trial 2	Day 2 2	Day 3 2			
Day 1 Trial 1	Day 2 1	Day 3 1													
Day 1 Trial 2	Day 2 2	Day 3 2													
Games being offered	<table border="1"> <tr> <td>Pirate Ship</td> <td>Puzzled ☐</td> <td>Lock & Key ☐</td> <td>BreakOut ☐</td> <td>TrailBound ☐</td> </tr> <tr> <td>*Traxx</td> <td>*Sewer Rat</td> <td>*Match It</td> <td></td> <td></td> </tr> </table>					Pirate Ship	Puzzled ☐	Lock & Key ☐	BreakOut ☐	TrailBound ☐	*Traxx	*Sewer Rat	*Match It		
Pirate Ship	Puzzled ☐	Lock & Key ☐	BreakOut ☐	TrailBound ☐											
*Traxx	*Sewer Rat	*Match It													
Levels being offered	<table border="1"> <tr> <td>Nursery</td> <td>☐ Level 1</td> <td>☐ Level 2</td> </tr> </table>					Nursery	☐ Level 1	☐ Level 2							
Nursery	☐ Level 1	☐ Level 2													
Contact Person															
Email															
Phone Number															
Judges Name/ Numbers															

A standard day usually has two trials. If you plan to have more days or special permission to hold 3 or more trials in one day, just write in what you are asking for. IE you are doing a limited games day and wish to hold 3 trials a day.

Payment is due with application to PayPal iceytolt@yahoo.com or Venmo @Kelly-Lengle-1

Please indicate on the payment what it is for. Thank you so much for you hard work. support and making dog games fun! Here's to escaping!!

*Not Available at all clubs-Beta Testing

Resets- resets are allowed if there are multiple dogs with one handler at a level, or if the judge is working the room they need to run in. This is at the discretion of the Host Club and the judges involved at how many resets. (Higher levels may have set limits as we go forward).

Minors- Children 12 or older may run a dog with a consent form signed by parent or guardian. The parent/ guardian must be present. Clubs have the right to refuse minors. Clubs will list on premium if minors are allowed and supply a consent form to be signed.

A Junior Handler Program is under construction.

Distance Between Club Events- 100 miles -Game Masters may ask permission from other host clubs holding events on the same day that is under 100 miles. An email with both parties should be sent to WCERA Admin for final approval.

How to become a Moderator/Judge- Applications can be filled out online at WCERA.DOG. If approved, you will receive a provisional judge's number. Judge details will be available soon. All judges must be licensed with WCERA to judge at an event. (Temporarily at iceytolt@yahoo.com while website is under construction). You will need to ask the Club and Judge permission to apprentice. Licensed judges may take up to two apprentices.

Apprentices: Apprentices will start out shadowing until both they and the licensed judge feel they are ready to step into a supervised judging roll. This could be 1 trial or multiple depending on games and levels offered, to have knowledge of the games, and to be able to interact and answer questions as they come from competitors is very important. In the future a judge's workshop will be hosted online or in person if we see the need.



WCERA Judges Application

Name

Address

Phone Number

Email

Briefly explain why you would like to become a WCERA judge.

Briefly explain your experience judging in other venues.

Briefly explain your experience with scent work and other dog related sports.

Complete Application and send to Kelly Lengle at iceytolt@yahoo.com and application fee of \$25 to Venmo @Kelly-Lengle-1 or PayPal iceytolt@yahoo.com with subject: WCERA Judge Application

Thank you! We look forward to escaping with you. Wildogs!

Moderator/Judge- Licensed judges will need to attend a judge's workshop every three years. We will be using an online platform to hold these workshops. Judges will be listed as provisional until all requirements are fulfilled. Provisional judges may be hired to judge low level Rooms with permission from WCERA and while apprenticing alongside a licensed Judge for upper-level Rooms.

Moderator/Judge may scribe their own Rooms, or the Game Master may assign a scribe.

Moderator/Judge may time their own Rooms, or the Game Master may assign a timer.

Moderator/Judges may run a Dog at an event as long as there is another judge available. (An apprentice or Game Master who is qualified may judge a judge's dog.) Moderators judging another Judge's dog must use a reset except in the Nursery Level. If judges are at entry level, they may run their dogs before the trial starts along with any workers to keep the event moving. Judge's dogs do not count in the total run count. Example if a club is capped at 100 runs and a judge is running 8 runs the cap is 108.

Moderator/Judge's Contract- It is highly suggested that judges have a contract with the club they are working with. Things such as mileage, hotels, meals, and run fees should be discussed and worked out prior to judging. Clubs will need to let the Judge know what type of equipment they have so the judge can plan their rooms.

Judging Limits- Judges may negotiate this in their contract. It is suggested that judges take breaks. Judges will be setting courses between levels and rooms and may take this time to figure out a time to break and announce that time. Another judge may step in if available. Ideally a judge should limit their actual working time to about 8 hours.

The Room Guide- The Room Guide is an important part of the game. They help both the Judge and Team keep things flowing. Each time a Team leaves a Room; the Room Guide will help reset the Room. An example is making sure the Keys and the Locks,

and the Room itself are back in order. Although only one (1) Guide should be needed in the actual Room, other volunteers are helpful in keeping the event moving such as a door person, a runner, someone to call the teams by communicating what is going on, etc. It is important to remember as a Room Guide to stay quiet and not interrupt/distract the team. In different Games, the Room Guide will have different responsibilities. Room Guides will be responsible for Quarry removal if necessary. Room Guides must understand hot items and how to handle them properly as to not contaminate cold items.

Spectators- Can I watch? Sure. Just remember that each team is concentrating on what they are doing and are under a time limit. Distractions can cause the team time and to fail. Remember to not blurt out where something is or discuss the Room out loud. Other teams might be waiting close by to enter the Room. This will also depend on the area being used. If it is closed Room, then spectators will not be allowed. Yes, if it's an open space, and if the club allows spectators. Also, if you are running a dog and have not had your turn yet, you may not watch as all rooms are the same unless you are running in a reset.

Blinds- Blinds are a designated area that teams are staged in to wait for their turn to run. Blinds should be at least 10 feet away from a Room and large enough to house 5 handlers/dogs comfortably.

Blinds may be used at events to keep events moving along; however, they are not required. Teams must be reminded they are not allowed to discuss their run with anyone until the Room is closed. This is an honesty policy. Running order lists may also be used as well as "next dog". The position of the article will not change even though the blind may change. Blinds are not for reset with Scent related Rooms; this is so a Room does to get flooded with odor. A blind can be one wall or separation it does not have to be enclosed.

Briefings- The Game Master will hold a general briefing at the start of the event and then the Moderator/Judge will hold a *Game/Room Briefing for Nursery & Level 1 Only*. Teams are NOT allowed in the rooms until their turn. The general briefing should cover the basics of the day and how the trial will be run. The Moderators briefing should be very brief, 2-3 minutes. For all other levels, the Moderator will give Room pertinent information at the start line.

How to handle a dog that SOILS the Room- Any Rooms/Games being held indoors will follow a "No Soil" rule. Dogs will not be allowed to eliminate in an indoor course. This will be an automatic NQ for the team. Soil refers to urination, defecation, excess slobbering, blood, and vomiting. For dog breeds that tend to slobber, the handler may carry a slobber rag that is not visible unless needed. If the Room/Game is outside,

depending on the room, it will be at the discretion of the Moderator/Judge. If the area is set up in a grass area where a dog might usually potty and this situation occurs, the judge can decide if it's a NQ or not. Ex.; If it's on the grass vs. marking on an item.

Move ups- Move ups are allowed where appropriate and are at the discretion of the Game Master. When a team completes a Title in a Room/Game, that team may move up to the next level in the next trial. Premiums must list if move ups are allowed.

Cancellations- Club cancellations must give 60 days' notice to WCERA. Team cancellations are at the discretion of the Game Master and the terms must be listed in the premium.

Misconduct- All misconduct witnessed or reported to the Club will be dealt with immediately. A meeting will be called with the Host Master, Chair, and Committee to be discussed and voted on. A report will be written and submitted to WCERA within two days. In an emergency, immediate contact with WCERA is allowed. Clubs have the right to have any handler and/or dog removed from the event if they deem necessary.

Disciplinary Action- The final decision will be made by WCERA after receiving a written report of the incident.

Aggressive Dogs- An aggressive dog is a dog that poses an immediate threat or danger to its surroundings. This is not a dog that is hyped up on an item or barks at someone walking by. If an aggressive dog incident is witnessed or reported to a club official, then a meeting will need to be held, and the actions voted on. At least 3 officials of the event should be present.

Blue Tape- (or colored tape) will be used to mark where any HOT items have been. Moderators/Judges will remind teams if there is tape on the course.

Declining an Entry- Clubs have the right to decline entries.

Bitches in Season- are allowed at the Club's discretion and should be listed on the premium and run last in panties.

Themes- Clubs/Judges may use themes in their Rooms to make the games unique.

Leashes- Leashes must be at least 6 feet long and not longer than 30 feet. If you remove your leash to run your dog, you must carry your leash with you. Leashes that are used as tugs for reward should be placed in a pocket or out of sight of the dog.

Collars- Shock, open prong, spiked are NOT allowed. Electronic GPS collars are allowed for dogs off leash. Handler must give any remotes to Moderator before there run. Muzzles are allowed. Preferred collars are flat buckle and martingale. Harnesses are allowed. All equipment on dog must not interfere with the run. The moderator/ judge has the right to question and call any collars they are concerned about for safety.

Nothing is allowed to be dangling off the collar if dog is off leash or dangling off the leash itself. Poop bags may be tied to leashes for easy access.

Alcohol, Drugs, Cigarettes, and any illegal substances are prohibited at all WCERA events.

Vapes may be used in vehicles only and be 50 ft. from all working areas.

Videoring and Photos- Devices are not allowed in Rooms while dogs are running by Handler. This includes cell phones, Go-Pro's, Meta Glasses, Cameras etc. Spectators may record on an honesty policy if it's available. Not all Rooms will be able to have a situation to watch the runs. Runs will not be shared or watched until after the Room closes. If anyone is caught sharing to another team that has not run, they will be asked to leave immediately and forfeit their runs with no refunds, and the Club will have a hearing.

Cheating- Go home! If I must even write about this, you should honestly just not come. Have fun and earn your Titles!

Hot items and how to handle them-

The Game Master may assign a worker and/or the Room Guide to be the hot handler at the event. This person oversees making sure that items are placed properly, and other items are not contaminated. Anyone handling hot items must wear gloves to prevent contamination and must use caution when removing gloves or touching other items with gloves on.

The Moderator/Judge may handle their own hot items but **MUST** wear gloves and remove them before a team enters the room. The gloves should not be in the room. Hot items or storage of scented articles should be kept at least 15 feet from the Room area, ideally in a confined/contained area. Sealed glass jars may be used close to the area for easy access for next level. When a dog finds the item and alerts, there will be a cold item associated with the hot item that the handler may remove or be given. Depending on what game will determine on what happens with the cold item. This is all explained in more detail with each Game/Room.

When the (key) is paired with a lock and completed, it should be left in the lock by the handler until the room is finished. If it's a puzzle piece, it will be placed/played on the flat area/tray. The Judge will hold a short briefing about the Room/s. When placing the hot items, they should be placed before the briefing, so they have time to set.

Odor- 1 micro drops of odor per Q-tips set before the Event in a sealed glass jar. I will leave this at the judge's discretion if a bit more or less is needed on the items they will be using, as all items will be very different in how odor will come out of them.

Treats/ Rewards- Are allowed. Dogs may be rewarded in the form of a toy/tug or treat/food when each item is found/retrieved/or performed. Treats and toys may not be visible while dogs are working but may be presented to the dog after each item is found/retrieved/or performed. If a toy is used, it can be placed out of sight between each item, if more than one item is being found. Treats can be kept in pockets but are not allowed in the handler's hand while working. Treat pouches are **not** allowed passed Nursery. I have decided to allow treat pouches in the Nursery Level but must be kept toward the back of the body and treats may not fall out. Treats may not be dropped or left behind. If there is excess mess, the team may be disqualified. If treats are left on the ground, the team is disqualified. No crumbs should be used for treats.

Physical Locks and Keys- As of January 2025, a physical lock and key, used for the Game, Lock and Key, are actual keys and locks. They can be antique, metal, plastic, new, large, small, and different colors, but must be easy to recognize as a lock and key.

Puzzle Pieces- Should be stable such as wooden or blocks. They should not be tiny cardboard puzzle pieces. Card Games, Cubes, etc. may be used.

Buzzers- Should be able to be turned on or off.

Obstacles- Should be safe with no sharp edges and stable enough for all sizes of dogs. Things such as platforms, tunnels, jumps, and matts may be used.

Dogs- All breeds- are eligible and should be in good health. Dog should not show any sign of being sick, lameness or having open wounds. Dogs should be current with Rabies vaccination.

Prosthetics/Tripods- allowed if eligible. Club/Judge can determine safety of the Room to determine if the dog is eligible. Handlers/Dog run at their own risk.

Bandages- are not allowed if concealing an open wound. Dog with open wounds should not be running. Bandages can be used for other reasons such as controlling a large full tail. Keep feet safe on hot concrete etc.

Age of dogs- Puppies 4-6 months of age may play in the Nursery level in all games. Dogs 6 months and older may play in all Rooms/Games.

Veteran Dogs- are celebrated. Veteran Dogs are 7 years and older. Clubs may offer special ribbons for Veteran Dogs.

Ribbons

WCERA requires that all Game Master/Host Clubs provide Ribbons.

1. **All** Official Ribbons must include the words:

Wildogs Canine Escape Room Association, or the WCERA Logo.

*Required Official Ribbons are Qualifying 1st, 2nd, 3rd, and Titles.

2. **Qualifying** ribbons should state **Qualifying** on the ribbon with the WCERA Logo, or words spelled out, and they will be **BLACK** with **SILVER** or **PRISM** print. This ribbon may be a flat, double or a rosette. Hodges Badge has a copy of the logo on file.

3. **High in Class (HIC)** ribbon will be **Teal/Peacock** with **Silver** or **Prism** print if they stand alone, and they may be a flat, a double, or a rosette. There must be four (4) dogs entered in a Room/level to have High in Class, or they can be combined with a first-place ribbon. (WE ARE TEMP taking this out. If you have them hand them out but they are no longer required until we have division games.) *Which will be sewer rat, but right now we are still beta testing this game.

Nursery is not awarded HIC.

***Some Rooms/Games will have height divisions that will be announced soon.
Only 1 HIC will be awarded.**

1st place is blue. 2nd place is red. 3rd place is yellow.

4. **Title Ribbons will have the WCERA LOGO and** should say something like ...
" Congratulations on your Title"

Clubs may put the level and other information on the Title ribbon. They may use tabs for the different levels or rooms.

Dates are not required on ribbons.

Nursery/Puppy Title ribbons may be double flats or rosettes.

All ribbons Level 1 and up must be a rosette for Titles. Clubs may use their own color combinations, size and design for Title ribbons.

Judge's Choice, Best of Breed, High in Trial, Veterans, or unofficial fun ribbons that the host club would like to add are optional.

Titles-Titles are earned by qualifying in each room and level in the number of times listed within each game. Clubs will provide a Title ribbon.

Certificates- When a team earns a Title, the organization will provide a certificate via mail, email or downloadable printable format.

Premiums Requirements

Clubs can design their own premiums. The following information must be listed on the premium.

1. WCERA Logo
2. Game Masters Club Name and License Number
3. Name and Address of Event
4. Open and Closing Dates
5. Games being offered
6. Odor being used -Name and Common Name ie Birch -Betula Lenta
7. Date/s of Event
8. How many trials being offered per day
9. Game Master/Host Club Agreement
10. Briefing time/Event Start time
11. When doors open and close to facility
12. Entry fee amounts
13. Ribbons offered
14. Judge's Name and WCERA Judges License Number
15. If there is a check in time
16. Trial Chair, Secretary's Name and Email Address
17. Committee
18. Address for secretary to mail in entries or email address-
19. How entries are being taken and paid for
20. If dogs will be blinded, run order, or next dog method
21. Slight description of the grounds, parking, bathrooms, crating, and area being used for the event
22. Secure or unsecured area; On or off leash allowed
23. Refund policy
24. Minors allowed or not allowed
25. BIS allowed or not allowed
26. Move ups allowed or not allowed
27. Day of show allowed or not allowed

28. Emergency Contact information or Handler

****Link to Game Master Rule Book-** Must say all Rules Must be Followed according to WCERA Game Master Rule Book ©.

Glossary:

The Game Master- Club/Host- are responsible for overseeing the whole experience.

The Judge- is the Moderator who runs the rooms.

The Team- is a combination of one (1) Dog and one (1) Handler.

Hot Items- refers to items that are scented. Example: with an oil.

Cold Items- refers to items in a room that are not scented. Example: a key.

Rooms- are the areas that the teams work in. A Room can be a fenced-off space such as a field, horse barn, driveway, yard, grassy area, wooded area, or an actual Room such as an office, bedroom, porch, etc. Rooms have themes and can be listed as a bedroom, an office space, an indoor space such as a foyer, outdoor space, garage or a shed. The rooms that are not four- sided walls must have very clear boundary markers. Rooms such as boats, RV's, barns, etc. may be used if they are safe. Footing must be sure and accessible. The Room must be walkable by dogs of all sizes and their handlers.

Locks and Keys, Puzzles, and Scrolls- are items to be found and worked to escape.

Games- are played within the Rooms and can be many different styles and levels.

Hides- are areas that the items being searched for are hidden.

Nursery- will always be an entry level Room/Game that puppies 4-6 months can play. This room will be 300-400 square feet. The Room can be any shape and should have a few cold items.

Room Challenge- describes the difficulty of the Room. Some Rooms will have natural distractions making it have more difficulty than a set room. The Judge can determine what they feel the difficulty level is and set the Room accordingly.

Items- refers to furniture, such as a table with a lamp, a chair, or a desk. That would be considered four (4) items. It can also be the other items that make up a room such as picture frame and a bookcase. Each item on the bookcase clustered together would be an item. Example: a few books stacked on top of each other. As a Club/Judge, be creative.

False/Distractor- refers to a fake hide.

Quarry- are live animals.

Quarry boxes- are secure wooden boxes used to keep the animals safe.

Planks- a long-secured board that a Dog must walk down. In the lower levels in can be an area that the Dog must go through such as cones.

Pieces- refers to the pieces of a puzzle.

Rope Knot- will be a manageable piece of rope about 2-3 feet long with one knot tied loosely.



TM

Dog Registration

Incomplete forms will not be accepted. A call name can be the same as a registered name. Dogs that are not purebred can be registered as mixed breed.

You should receive a number within 2 business days. You have permission to run a dog at an event if you have requested and paid for a number and have not yet received it. Please let the secretary know.

Dogs Call Name

Dogs Registered Name

Dogs Breed

Dogs Birthday

Height

Owners Name

Email address

Address

Phone Number

Complete Application and send to Kelly Lenge at iceytolt@yahoo.com and application fee of \$25 to Venmo @Kelly-Lenge-1 or PayPal iceytolt@yahoo.com with subject: WCERA Club Application Thank you! We look forward to escaping with you. Wildogs!

Application to become a Game Master/ Host Club



Club Name

Club webpage or social media

Club Location

Contact Person

Phone number

Email address

Who runs and owns this club (i.e. Sole proprietor or training club)?

What is the experience of this club in hosting events that include scent and obstacles?

In your own words, tell me about your Club.

How often would you like to hold events?

Are you willing to offer training?

Are any of your members interested in becoming a judge?

Complete Application and send to Kelly Lenge at iceytolt@yahoo.com and application fee of \$25 to Venmo @Kelly-Lenge-1 or PayPal iceytolt@yahoo.com with subject: WCERA Club Application

WCERA Judges Application

TM

Name

Address

Phone Number

Email

Briefly explain why you would like to become a WCERA judge.

Briefly explain your experience judging in other venues.

Briefly explain your experience with scent work and other dog related sports.

Complete Application and send to Kelly Lengle at iceytolt@yahoo.com and application fee of \$25 to Venmo @Kelly-Lengle-1 or PayPal iceytolt@yahoo.com with subject: WCERA Judge Application
Thank you! We look forward to escaping with you. Wildogs!



TM

THE ROOMS and The Games Within ©

Lock and Key- Scent and Challenge
BreakOut- Obstacles and Challenge
Puzzled- Scent and Challenge
Pirate Ship- Retrieval and Challenge
TrailBound- Quarry and Challenge/Outdoor Game

Match It- Seek and Match Challenge
Sewer Rat- Quarry, Tunnels and Maze Challenge
Traxx-Choose and Track Challenge
 -Beta Testing Not offered at all events at this time

COMING SOON:

Scrolls and Scripts- List and Challenge
Judges' Chambers- A Game of Points
The Game Show- Scent and Challenge
Junk Yard - Retrieval Game with Challenge
Dungeon- Quarry Game and Challenge
Bird Cage- Quarry Game and Challenge/Outdoor Game
Dog Warden- Speed/Obstacles and Locks
Relay Race- Multiple Team Game
Twisted- Spinner and Challenge
Waylon's Way Out- Obstacle Course and Multiple Challenge
Scavenged- Scent and Challenge
Memorized- List and a Twist
Kelly's Desk- You asked for it, it's coming-Unravel the Chaos and typos to solve the way out.

*Not all the Rooms/Games are listed in this Rule Book. We will be introducing them in stages.

Rules/ Description

There are several types of games. Not all the rules will apply to each game. Example:
There is no scent in the obstacle game.

- The keys are physical keys and locks.
- Obstacles are physical pieces of equipment such as a board/platform/tunnel/jump/mat/box/etc.
- Buzzers can be on or off, but it must be explained at the briefing.
- Quarry should be secured in a Quarry box and always kept safe. Quarry should get adequate breaks and water.
- Clubs may pick and choose what type of equipment that they wish to use, however they must discuss with the Judge, so the Judge can be prepared.
- The Judge will tell the Team when they may go/start.
- Some type of marker will define where the start line is located.
- Dogs may run on or off leash if the area is secure and with Judges' approval. In an unsecured area a Dog should run on a leash that is at least 6-15 feet long. WCERA is not responsible for off leash Dogs.
- The Judge will ask the team if they are ready and state you may start/go.
- Teams are not actually physically locked in a room.
- This is a Team sport so the Handler and Dog can be communicating as they go just like in a real escape room.
- It is the dog's responsibility to alert on the item/odor/quarry. The handler may ask the dog to check in areas, but the DOG must find the target and then alert on the odor/item/quarry.
- When the dog alerts that they have found an item or a quarry, the handler will make the call. At this point the judge will state whether it's correct or not. If correct, the handler may reward the dog immediately and/or continue with the game. If working with a key, the handler will leave the key in the lock if they successfully find and open it, so it does not get lost. If for some reason the handler does not find the lock or get it open on time, the handler will give the key/item to the Game Guide.
- If working with quarry, the Game Guide will remove the quarry as it is found if needed for safety or overactive dog but handler should have control of the dog and leash and unleashed dog at this point. (It should be removed at least 10 feet from the room).
- Obedience cues are allowed.
- Dog must find items on their own. The handler should not be pointing out specifically where the item is, but the handler may be always communicating with their dog and suggesting areas.

- If the team runs out of time, the Judge will state that is time, you have not escaped.
- If the Team has NQ'd for another reason such as area soiled, the Judge will say you have not escaped.
- Soiled areas should be cleaned immediately.
- All Hot Items must be at least two (2) feet apart and should be set before the briefing. Premiums should state which odors are being used for each level/Room and will also be stated in the Judge's briefing.
- Quarry will be secured. Dogs can be restrained while the Quarry is being removed (if needed) or as they are leashing up. Time does not stop.
- Cold Items should not be boxes or containers that are used in scent sports. The escape rooms should resemble some type of actual room/theme as described in the premium. Although, containers can be present in the room as decor. Example: the kitchen could have Tupperware containers stacked on a counter. Offices can have boxes etc. The boxes should **not** be laid out in a pattern on the floor.
- The same room may be used for each level. A piece of tape will be placed to mark previous odors. If a large room is being used, some type of indicator can be used to show the boundaries. Example: The room is 800 sq. Ft.; the judge may have a cone at the 300 sq. ft mark for the nursery and the team does not have to work past the cone. The dog will not be faulted if the dog passes through the imaginary line. The handler can simply call the dog back on course.
- You may continue in Level 1 - 3 after titling to earn X Titles. After you earn your Champion Title, you can continue for Champion X Title through Infinity and the Elite Named Levels such as Solved, Buried and Survived.
- These games are timed. Some Rooms are Pass/ Fail or a collection of Points.
- A random generator can be used for all clues/riddle games.
- The specific rules for each Room will be listed in its description.
- All scent/odor related games will have a warmup box.
- **Handler and Dog must make it back to the start line to escape.**

ALL WCERA RULES ARE TO BE FOLLOWED ©

Game 1

Lock and key (LK) (The Game) Nursery, Level 1, Level 2 (The Rooms)
Level 3, Champion and Ultimate will be combined with Puzzled.

A Game where you have lost your keys, or the keys are missing, and your Dog must find them in-order for you to find the locks and get out. The Theme will explain the story behind this Room. All scent/odor related games will have a warmup box or item.

Room 1- Room type/theme will be listed on premium along with the odor being used.

Nursery -(LKN) This is an entry level room. No prerequisites.
Puppies 4-6 months old are allowed to enter.

This level may be run by a team in every trial of the event that it is offered. The first Q will count as a Title and from then on, it's just a means to build confidence and have an enrichment activity. No additional Titles will be awarded. Q ribbons will be awarded.

The Team enters the room and has 1:00 minute to locate the key/item (odor) and open the lock and make it back to the start line.

The Nursery lock will be no further than 10 feet away and partially visible from Odor/Key which will be slightly hidden. The Handler must call an alert when the Dog has found its target. Then the Handler will be told whether they are correct before heading for the lock. If not alerted for some reason, the Handler may show the Dog the correct location but has not escaped. The Room should be 300-400 sq. ft. A Room can be in its natural state or be staged. The hot item will **always** be on a mat in the room in Nursery. The actual physical key will be in a shallow box staged for the handler to see, so it does not get lost. When all the elements are completed, the clock will stop.

1 Key /on Matt
1 Lock
Leave room
1:00 Minute
Birch or Cypress
1 Q to Title

Room 2 -Room type/theme will be listed on premium along with the odor being used.

Level 1- (LKI) The Team enters the Room and has 2:00 minutes to locate 1 key/item (odor) and make it back to the start line. There is also 1 false/distractor key/item on the course.

The keys (items) will be slightly hidden or not super obvious, the lock will be partially visible, and no further than 10 ft. away from the odor. The Handler must call an alert when the Dog has found its target. Then the Handler will be told whether they are correct before heading for the lock. If not correct, the Handler may show the Dog the correct location, but the Team has not escaped. If Correct, the Judge will say congratulations you have escaped, and the clock will stop.

1 key (item) must be at least 1 ft. high but no higher than 2 ft. high. Room is 300 to 500 Sq. Ft. and can be in its natural state or can be staged.

1 Key/item

1 False Key/Distractor item

1 Lock

Leave room

2:00 Minutes

Birch or Cypress

5 Qs to Title

10 Additional Qs for X Title

Room 3 -Room type/theme will be listed on premium along with the odor being used.

Level 2- (LKII) The Team enters the Room and has 2:30 minutes to locate 2 keys/items (odor) and make it back to the start line. There are also 2 false/distractor items (keys) on the course.

The keys/items will be slightly hidden or not super obvious, the lock will be partially visible, and no further than 10 ft. away from the odor. The Handler must call an alert when the Dog has found its target. Then the Handler will be told whether they are correct before heading for the lock. If not correct, the Handler may show the Dog the correct location, but the Team has not escaped. If Correct, the Judge will say congratulations you have escaped, and the clock will stop.

1 key (dog item) must be at least 1 ft. high but no higher than 2 ft. high. Room is 400 to 750 Sq. Ft. and can be in its natural state or can be staged.

2 Keys/items
 2 False Key/Distractor items
 2 Locks
 Leave room
 2:30 Minutes
 Birch, Cypress or Anise
 5 Qs to Title
 10 Additional Qs for X Title

Level 3- (LKPIII) The Team enters the Room and has 3:30 minutes to locate 3 hot/items (odor) solve the puzzles, unlock the locks and make it back to the start line.

There are 2 false/distractor items on the course which can be toys or food (contained). The hot/items will be hidden and should not be super obvious, the locks will be partially hidden so the handler can find them. The puzzle will be on the course in a random area.

The Handler will call an alert when the Dog has found its item. The Handler will be told whether they are correct before moving on. If not correct, the Handler may show the Dog the correct location and reward, but the Team has not escaped. If correct the team will either continue to search for next item or solve a puzzle/lock and then must make it back to the start line to “escape” when all are solved/opened/ found etc.

The Judge will say congratulations you have escaped, and the clock will stop. Items may be up to 3 feet high, this includes everything, hot items and the locks and puzzles. Room is 400 to 800 Sq. Ft. and can be in its natural state or can be staged.

Locks that are hidden will have the keys with them or will be a type of lock that needs solved. Judges will keep this in mind when setting their courses and the time allowed.

3 hot/items

2 False /Distractor items

A combination of locks and puzzles that add up to 3 (example 2 locks and 1 puzzle on the course)

Leave room

3:30 Minutes

Birch, Cypress or Anise

5 Qs to Title

10 Additional Qs for X Title

Game 2

BreakOut- (BO) (The Game) Nursery, Level 1, Level 2, Level 3, Champion, Emerged (The Rooms)

A game with a physical twist. Each room has a maze of obstacles to encounter. As you approach each station there will be two (2) obstacles. You must make the choice of which obstacle to send your dog over/under/ thru/ etc. according to the clue provided. After you pick the correct obstacle, your dog must complete the command.

Example: What goes up must come _____. Obstacles: a platform and a tunnel.
Answer: The Dog gets on the Platform and lays down. Timer stops.

Room 1- Room type/theme will be listed on premium.

Nursery- (BON) This is an entry level room. No prerequisites.
Puppies 4-6 months old are allowed to enter.

This level may be run by a Team in every trial of the event that it is offered. The first Q will count as a Title and from then on, it's just a means to build confidence and have an enrichment activity. No additional Titles will be awarded. Q ribbons will be awarded.

The Team enters the Room and has 1 minute to solve a clue and complete an obstacle and make it back to the start line.

The Dog and Handler will leave the start area and approach two (2) obstacles. Near the obstacles there will be a clue as to which obstacle is correct and the task that needs to be completed by the Dog. The Handler will solve the clue and direct the Dog. If they succeed, the Judge will state you have escaped and say Congratulations. If the wrong choice was made or the Dog refuses to do the obstacle, the Dog and Handler can attempt the obstacles as many times as needed to be successful in the time allowed, but this will be a NQ. Although Dogs are allowed to be rewarded after they have completed the obstacles, but they are not allowed to be lured with food to complete an obstacle.

1 Clue
1 Obstacle
Leave room
1 Minute
1 Q to Title

Room 2- Room type/theme will be listed on premium.

Level 1- (BOI) The Team enters the Room and has 2:00 minute to solve two (2) clues and complete two (2) obstacle stations and make it back to the start line.

The Team enters the Room and has 2:00 minutes to solve the clues and complete the obstacles. The Dog and Handler will leave the start area and approach two (2) obstacles at a time. In the center of the obstacles there will be a board with clue 1 and clue 2. Handler starts with Clue 1 at the first set of obstacles.

When the first task is completed and correct the judge will state you may move on. If the task is incorrect the judge will allow you to complete the second obstacles for fun, but you did not escape.

If the first obstacle was correct and you move on to the second set of obstacles and the same thing, you get it correct and you have escaped, if you get it wrong you have not escaped but may try and complete the task. If the handler choses the correct obstacle and the Dog refused to complete the task, this is an NQ. If the dog is working on the task the handler may support the Dog and work at it until complete. Dogs are allowed to be rewarded after each obstacle.

2 Clues

2 Obstacle Stations

Leave room

2:00 Minutes

5 Qs to Title

10 Additional Qs for X Title

Room 3- Room type/theme will be listed on premium.

Level 2- (BOII) The Team enters the Room and has 2:00 minute to solve three (3) clues and complete three (3) obstacle stations and make it back to the start line.

The Team enters the Room and has 2:00 minutes to solve the clues and complete the obstacles. The Dog and Handler will leave the start area and approach two (2) obstacles at a time. In the center of the obstacles there will be a clue as to which obstacle is correct and the task that needs to be completed by the Dog. The Handler will solve the clue and direct the Dog and then move on to the next station where they will complete that station. If they succeed, the Judge will state you have escaped and say Congratulations. If the wrong choice was made at an obstacle and handler sent the dog to the wrong one, then this is a NQ. If the handler choses the correct obstacle and the Dog refused to complete the task, this is an NQ. If the dog is working on the task the handler may support giving **ONE** additional command after the initial command is given but if the dog fails to compete the command within 15 seconds, the dog does not escape. Dogs are allowed to be rewarded after each obstacle.

3 Clues

3 Obstacle Stations

Leave room

2:00 Minutes

5 Qs to Title

10 Additional Qs for X Title

Room 4- Room type/theme will be listed on premium.

Level 3- (BOIII) The Team enters the Room and has 2:00 minute to solve three (3) clues and complete three (3) obstacle and make it back to the start line. At this level the judge will have a small story written with 3 blanks and a list of words to the side. The handler will match the words in the story and go out and have their dog perform them. An example can be:

We went ____ the bridge to get to the island. ____ the island was a beautiful beach, and we sat ____ on the sand while watching the waves.

Choices DOWN, OVER, ON

Answer We went **over** the bridge to get to the island, **On** the island was a beautiful beach and we sat **Down** of the sand while watching the waves.

OVER, ON, DOWN is the order to perform.

The Dog and Handler will leave the start area and approach a clue board. The handler may write on the board but must remember the order once they leave the board.

The Handler will solve the clues (3) at one time and direct the Dog to perform all three (3) clues at in a row with only 1 command at each obstacle. A Fluid motion of the 3 different clues should flow like the story.

If they succeed, the Judge will state you have escaped and say Congratulations.

If the wrong choice was made at an obstacle and handler sent the dog to the wrong one, then this is a NQ.

If the handler choses the correct obstacle and the Dog refused to complete the task, this is an NQ.

If the dog is working on the task the handler may support giving **ONE** additional command after the initial command is given but if the dog fails to compete the command within 15 seconds, the dog does not escape.

Dogs are allowed to be rewarded after each obstacle.

3 Clues

3 Obstacle Stations
Leave room
2:00 Minutes
5 Qs to Title
10 Additional Qs for X Title

Game 3

Puzzled- Are you? (P) (The Game) Nursery, Level 1, Level 2 (The Rooms)
Level 3, Champion and Ultimate will be combined with Lock and Key.

Can you put it all together? There are different Puzzles being used. When the dog finds each puzzle piece i.e. the odor, the handler will then have put it all together by solving a puzzle. When the handler thinks they have it correct, they will say done and the moderator will say congratulations you have escaped escape. Time stops when all elements are complete, and the team has made it back to the start line.

The Dog / the Contained Odor representing the missing Puzzle Piece.

The Puzzle and its pieces, in a tray, on a table for the Superhuman to solve. All scent related games will have a warmup box or item.

Room 1- Room type/theme will be listed on premium along with the odor being used.

Nursery- (PZN) This is an entry level room. No prerequisites.
Puppies 4-6 months old are allowed to enter.

This level may be run by a team in every trial of the event that it is offered. The first Q will count as a Title and from then on, it's just a means to build confidence and have an enrichment activity. No additional Titles will be awarded. Q ribbons will be awarded.

Dog and Handler leave the start area and have 1:00 Minute to find the missing puzzle piece and go to a designated area to solve the puzzle and make it back to the start line.

The Handler must call alert when the Dog has found the target. The Dog may be rewarded. The Judge will say correct, and the Handler then moves on to solve the puzzle. The clock stops when everything is complete.

If the Piece is not found or if the dog alerts incorrectly the team has not escaped. The dog may be shown correct location. The hot item will always be on a mat in the room in Nursery.

If the Puzzle is not solved in time, the Team has not escaped. All the puzzle pieces will be in the tray at the designated area and not at the odor to prevent them from getting lost or ruined. 300-500 sq ft room

1 Puzzle Piece
1 Puzzle Solved
1:00 Minute
Birch or Cypress
1 Q to Title

Room 2- Room type/theme will be listed on premium along with the odor being used.

Level 1- (PZI) The Team enters the Room and has 2:00 minutes to locate 1 piece/item (odor) and make it back to the start line. There is also 1 false/distractor item on the course.

The pieces/items (odor) will be slightly hidden. The Puzzle will be partially visible, and no further than 10 ft. away from the odor. The Handler must call an alert when the Dog has found its target. Then the Handler will be told whether they are correct before heading for the Puzzle. If not correct, the Handler may show the Dog the correct location, but the Team has not escaped. If correct, the Handler will move on to find the Puzzle and solve it. If everything is completed, the Judge will say congratulations you have escaped, and the clock will stop. If the puzzle is not solved the Team will not escape. Handler can attempt to solve the puzzle until the time runs out.

1 item/odor must be at least 1 ft. high but no higher than 2 ft. high. Room is 400 to 750 Sq. Ft. and can be in its natural state or can be staged.

1 Piece/item

1 False/Distractor item

1 Puzzle

Leave room

2:00 Minutes

Birch or Cypress

5 Qs to Title

10 Additional Qs for X Title

Room 3- Room type/theme will be listed on premium along with the odor being used.

Level 2- (PZII) The Team enters the Room and has 2:30 minutes to locate 2 pieces/items (odor) and make it back the start line. There are also 2 false/distractor items on the course.

The pieces/items (odor) will be slightly hidden. The Puzzle will be partially visible, and no further than 10 ft. away from start line. The Handler must call an alert when the Dog has found its target piece/s. The Handler will be told whether they are correct before heading for the next item/odor or to solve the puzzle. If not correct, the Handler may show the Dog the correct location, but the Team has not escaped. If everything is completed, the Judge will say congratulations you have escaped, and the clock will stop. If the puzzle is not solved the Team will not escape. Handler can attempt to solve the puzzle until the time runs out.

1 item/odor must be at least 1 ft. high but no higher than 2 ft. high. Room is 400 to 750 Sq. Ft. and can be in its natural state or can be staged.

2 Pieces/items

2 False/Distractor items

1 harder puzzle

Leave room

2:30 Minutes

Birch, Cypress, or Anise

5 Qs to Title

10 Additional Qs for X Title

Level 3 Puzzle SEE LKPIII on page 29 where lock and key are now combined with Puzzled...exciting!!

Game 4

Pirate Ship- (PS) (The Game) Nursery, Level 1, Level 2, Level 3, Champion, Buried (The Rooms)

Aye, you have been captured by pirates and tied to the end of the plank. Your Dog has boarded the ship without the ship's crew being aware. As the crew all go to land to gather supplies, you summon your Dog to retrieve a tool to cut the rope.

The Team enters the Room. The handler sits in a chair and has the Dog behind the start line until the moderator states you may go. The Dog is sent out to retrieve the item. The time ends when all the items have been given to the handler by the Dog and the ropes are untied.

The Dog may be beside the Handler in a sit, down, or in front of Handler between their legs. If the Dog is behind the start line, where it is positioned does not matter. The Dog Must Walk the Plank to Q. Planks are described in each level.

In this game the team does not go back to the start line to escape.

Room 1- Room type will be listed on premium.

Nursery- (PSN) This is an entry level room. No prerequisites. Puppies 4-6 months are allowed to enter.

This level may be run by a team in every trial of the event that it is offered. The first Q will count as a Title and from then on, it's just a means to build confidence and have an enrichment activity. No additional Titles will be awarded. Q ribbons will be awarded.

The Handler sits in a chair at the end of The Plank with a seat belt across their lap and asks the dog to retrieve an item. The Handler must direct the dog to walk The Plank/fetch. The Dog will fetch/take the item and work their way back to the handler who is still on The Plank* at the opposite end. The item being retrieved is 8 feet from the Handler. The Room Guide will place the item at its marked spot while the team watches and the Guide states something like *hey hey* to the Dog to get its attention and or waves the item before placing it down. The Handler may talk to the Dog the whole time in the Nursery. The Dog will retrieve the item and bring it back to the Handler within one (1) foot so the Handler can reach down and pick it up. The Dog may drop the item to reposition it, but it must pick it back up on the way to the Handler. The Handler will then have to undo a knot in a rope to set themselves free. The Rope will be at the Handler's feet.

In the Nursery Level how the Dog gets back to Handler is irrelevant. They can come back through the cones but will not fail unless they fail to retrieve and get the item to the handler. Handler may call the Dog back to restart if they do not go through the cones (at the start) until the Dog is successful or out of time. The clock stops when all the elements are complete. An NQ is an unsuccessful retrieve through the cones, out of time, or the knot not untied. The Room size needs to be at least 20 feet long and 10 feet wide. The start line should allow for enough space for a chair, the Handler and the Dog to be behind it.

The Plank Nursery Level - can be two (2) cones three (3) feet apart and three (3) feet from the chair. It will be outside the start line. This will help guide the Dog as they advance to the upper levels. Start line may also be cones far enough way to be obvious they are not the plank. Soccer dots may also be used etc.

1 Retrieve/Walk the Plank

1 Challenge (Knot)

1 Minute

1 Q to Title

In this game the team does not go back to the start line to escape.

Room 2- Room type will be listed on premium.

Level 1- The Team enters the Room and has 1:30 minutes to walk the plank, retrieve the item and get loose.

The Handler sits in a chair at the end of The Plank with a seatbelt across their lap and asks the Dog to retrieve an item. The Handler directs the Dog to walk The Plank. The Handler may call the Dog back to restart two (2) times if they do not go through the cones (at the start). The Dog will walk the plank, fetch the item and work their way back to the Handler who is still on The Plank at the opposite end (in the chair). The Rope will be at the Handler's feet.

The item being retrieved is 10 feet from the Handler. The Room Guide will place the item in its marked spot while the team watches and the Guide states something like *hey hey* to the Dog to get its attention and or waves the item before placing it down. The Handler may talk to the Dog. The Dog will retrieve the item and bring it back to the Handler within one (1) foot so that the Handler can reach down and pick it up. The Dog may drop the item to reposition it, but it must pick it back up on its way to the Handler. The Handler will then have to undo a knot in a rope. Clock stops.

In Level 1, If the Dog goes off course for longer than 30 seconds, the Dog will NQ. The Dog must come back through the cones. The clock stops when all the elements are complete. An NQ is failure to walk the plank, an unsuccessful retrieve, off course for longer than 30 seconds, out of time, or the knots not untied. The Room size needs to be at least 20 feet long and 10 feet wide. The start line should allow for enough space for a chair, the Handler and the Dog to be behind it.

The Plank in Level -1 will be two (2) cones that are three (3) feet apart and three (3) feet from the chair making an obvious area to go through. This will help guide the Dog as they advance to the upper levels.

1 Retrieve/Walk the Plank

1 Challenge (Knot)

1:30 Minutes

5 Qs to Title

10 Additional Qs for X Title

In this game the team does not go back to the start line to escape.

Room 3- Room type will be listed on premium.

Level 2- The Team enters the Room and has 2 minutes to walk the plank, retrieve the item and get loose. There will be no Squeakers allowed in Level 2 and up.

The Handler sits in a chair **without** a seatbelt on at the end of The Plank and asks the Dog to retrieve an item. The Handler directs the Dog to walk The Plank. The Handler may call the Dog back to restart one (1) time if they do not go through the cones (at the start). The Dog will walk the plank, fetch the item and work their way back to the Handler who is still on The Plank at the opposite end (in the chair). The Rope will be at the Handler's feet.

The item being retrieved is 10 feet from the Handler. The Room Guide will place the item in its marked spot while the team watches and the Guide states something like *hey hey* to the Dog to get its attention and or waves the item before placing it down. The Dog will retrieve the item and bring it back to the Handler within one (1) foot so that the Handler can reach down and pick it up ideally the item will be brought to hand. The Dog may drop the item to reposition it, but it must pick it back up within 5 seconds or clearly show its just repositioning and not trying to do something else on its way to the Handler. The Handler will then have to undo a knot in a rope. Clock stops.

In Level 2, the path back to the handler will be directly back through the cones. If the Dog goes off course for longer than 15 seconds, the Dog will NQ. The Dog must come back through the cones. The clock stops when all the elements are complete. An NQ is failure to walk the plank, an unsuccessful retrieve, off course for longer than 15 seconds, out of time, handler comes **off of** their chair in anyway, knots are not untied. The Room size needs to be at least 20 feet long and 10 feet wide. The start line should allow for enough space for a chair, the Handler and the Dog to be behind it.

The Plank in Level -2 will be two (2) cones (2) feet apart and three (3) feet from the chair making an obvious area to go through, it will be outside the start line which can be cones at least 4 feet apart. There will be an actual plank (board) of some type that is sturdy and safe and at least 18 in., to 2 feet wide 30in- 4 feet long. It can lay flat on the ground or be slightly elevated at least 2-6 inches. This will help guide the Dog as they advance to the upper levels.

(For Clubs- examples of planks can be made from plywood at least $\frac{3}{4}$ thick lifted with 1x or 2x4's and covered or painted. Several Climb boards attached in a row without feet. Modified pallets.

1 Retrieve/Walk the Plank

1 Challenge (Knot)

2:00 Minutes

5 Qs to Title

10 Additional Qs for X Title

In this game the team does not go back to the start line to escape.

Game 5

TrailBound – TB (The Game) Nursery, Level 1, Level 2, Level 3, Champion, Ultimate Path (The Rooms)

An adventure game **usually* held outdoors. You and your dog have set out on a walk/hike. As you venture along you have dropped your flashlight and it is getting dark. There are dangers on the trail. Your dog must eliminate the dangers (rat), and you must locate your flashlight on your way back home. To be successful both you and your dog must accomplish your goals and cross the finish line before it's too late.

*Usually- Every area has different environments. City Sidewalks, parks, forests, and maybe even along a river but some people also walk there in malls or businesses. So this can be done inside if need be but preferably outside.

Room 1- Room type will be listed on premium.

Nursery- (TBN) This is an entry level room. No prerequisites.
Puppies 4-6 months are allowed to enter.

This level may be run by a team in every trial of the event that it is offered. The first Q will count as a Title and from then on, it's just a means to build confidence and have an enrichment activity. No additional Titles will be awarded. Q ribbons will be awarded.

The Team enters the trail / start line. They have 1:30 minute to find the rat and the flashlight and head back to the start line/finish line.

The Rat will be at least 5 ft off the trail and no further than 10ft. and will be on the ground. This will depend on the difficulty of the trail. The flashlight will be within 1-3 ft from the trail and slightly hidden. The area will represent a hiking or walking path. The rat will be in a safe quarry box and slightly covered or placed slightly out of sight of the start line. The flashlight should be at least 3 inches long and dropped as if dropped on a hike. Not purposely hidden hard. 500 to 750 square feet with a clear path defined from start line. The Handler will remain on the trail. If the dog is off leash When the Rat has been found the handler will then go and leash up the dog/reward and head back to the trail and retrieve the flashlight and head to the finish/start line. If the dog remains on leash the handler will may follow dog to rat to keep leash from getting caught up but should stay on the trail as much as possible and let the dog search. The dog may be rewarded for finding the rat. The handler may talk to the dog. The handler should not be luring the dog.

If the handler finds the flashlight while the dog is searching, they may pick it up so long as it does not interfere with the dog's work. I.E. distracts dog off its work. There is no order to which is found first. The dog may also find the flashlight. Judges may allow handlers to point and call flashlight without picking up so it does not have to be reset each time

1 Rat
1 Flashlight
1:30 Minutes
1 Q to Title

Room 2- Room type will be listed on premium.

Level 1- (TBI) The Team enters the trail head / start line. They have 2:00 minute to find the rat and the flashlight and head back to the start line/finish line.

The Rat will be at least 10 ft off the trail and no further than 15ft. and may be elevated up to 3 feet high. This will depend on the difficulty of the trail. The flashlight will be around 3-5 ft from the trail and slightly hidden. The area will represent a hiking or walking path. The rat will be in a safe quarry box and slightly covered or placed out of sight of the start line. The flashlight should be at least 3 inches long and dropped as if dropped on a hike. Not purposely hidden hard. There will be a false Quarry box on the trail. Around 750-1000 square feet depending on environment, with a clear path defined from start line. The Handler will remain on the trail if the dog is off leash. When the Rat has been found the handler will then go and leash up the dog/reward and head back to the trail and retrieve the flashlight and head to the finish/start line. If the dog remains on leash the handler may follow dog to the rat to keep the leash from getting caught up but should stay on the trail as much as possible and let the dog search. The handler may talk to the dog. The handler should not be luring the dog.

If the handler finds the flashlight while the dog is searching, they may pick it up so long as it does not interfere with the dog's work. I.E. distracts dog off its work. There is no order to which is found first. Judges may allow handlers to point and call flashlight without picking up so it does not have to be reset each time.

1 Rat

1 False Quarry

1 Flashlight

2:00 Minutes

5 Qs to Title

10 Additional Qs for X Title

Room 3- Room type will be listed on premium.

Level 2- (LHII) The Team enters the trail head / start line. They have 2:30 minute to find the rat and the flashlight and head back to the start line/finish line.

There will be two (2) Rats that will be at least 10 ft off the trail and no further than 15ft. and may be elevated up to 4 feet high and at least 5 feet apart. This will depend on the difficulty of the trail. The flashlight will be around 3-5 ft from the trail and slightly hidden. The area will represent a hiking or walking path. The rat will be in a safe quarry box and covered or elevated out of sight of the start line. The flashlight should be at least 3 inches long and dropped as if dropped on a hike. Not purposely hidden hard. Around 1000-1500 square feet depending on environment, with a clear path defined from start line. The handler will stay on the trail as the dog goes out to search if the dog is off leash. When the Rats has been found the handler will then go and leash up/or hold the dog if the second rat needs found. The rat can be removed or not. Handler can state this at the time of the find or let the judge know before.

Rat removal becomes a dog-by-dog basis and will be discussed below. If the dog remains on leash the handler will stay on the trail as much as possible but may follow the dog if in order not let the leash get caught up until the rat is found and then head for the trail to find the flashlight and back to the finish line. The dog may be rewarded for finding the rat. The handler may talk to the dog. The handler should not be luring the dog.

If the handler finds the flashlight while the dog is searching, they may pick it up so long as it does not interfere with the dog's work. I.E. distracts dog off its work. There is no order to which it is found first. The first RAT found is allowed to be removed by the game guide, but the dog will need to be leashed/or held for the safety of the game guide and Rat. The Rat will be placed in a safe area that the dog cannot access such as behind an x pen. If the dog becomes uncontrollable the dog will NQ. The dog can be unleashed and leashed at any point in time. The Clock does not stop for this. Judges may allow handlers to point and call flashlight without picking up so it does not have to be reset each time but they must be within 2 feet of the flashlight.

2 Rats

1 False Quarry

1 Flashlight

2:30 Minute

5 Qs to Title

10 Additional Qs for X Title

Rat removal-dogs: A leashed dog may have the rat removed and continue to work. A loose dog may have a rat removed and can be held or leashed if it is required for the Rat Guides Safety. If at any point a dog is jumping on the guide or out of control with the rat then the dog should be leashed immediately and removed with an NQ. Judges have the right to state that the course is online for several reasons. WCERA is not responsible for loose dogs. A safe area for the rats will be set before the start.

Game 6

Match IT – MI (The Game) Nursery, Level 1, Level 2, Level 3, Champion, Hoarded (The Rooms)

Can you and your dog find all the miscellaneous objects. Race the clock as you both set out to clear off your list of goodies in this real-life dog and human scavenger hunt. The Judge will ask are you ready, when handler states yes, the game guide will have a clip board, or small dry erase board with pen/marker or there will be a large dry erase board turned around like in BreakOut. The items they must find will be written down. The handler may carry this or set it down on a table or it will remain in an “easy to see” place. As the items are found they will/can check them off. The changes will come within the different levels.

The team crosses the start line and dog sets out to find their item/s. When the dog finds an item, the human will call alert. When the moderator calls correct, the human must then go find the matching item. When all items are found the room is complete. The handler will call done and head back to the start line. The judge will make sure all the items match. All scent/odor related games will have a warmup box or item. Dog can find all its items first and then the human can find the match, or they can do it one at a time. Scented items will remain in place. Cold items may be picked up and held, or placed in a basket, or may remain in place but cannot be called a second time. The handler will announce what they are doing with items before they start. When the human believes they have found all the matches they **MUST indicate** they are done by saying done, or escaped, or finished. If they have found all their items correctly, they have escaped and will head back to the start line to stop the clock. As the levels progress, there will be random items on the course that do not pertain to the hunt.

Handler or Stranger will be listed on the Premium

Room 1- Room type will be listed on premium.

Nursery- (MIN) This is an entry level room. No prerequisites.
Puppies 4-6 months are allowed to enter.

This level may be run by a team in every trial of the event that it is offered. The first Q will count as a Title and from then on, it's just a means to build confidence and have an enrichment activity. No additional Titles will be awarded. Q ribbons will be awarded.

The Team enters the room and has 1:00 minute to find the items that match. When the dog finds its item, the handler will call alert. The Handler will then set out to find the match. The handler must call when they are done judge will say correct, and they go to start line for the timer to stop. Room size should be 300-500 sq ft.

Example: Judge has 2 identical items and one warmup. Two items will have the same odor on them. The warmup item should be fabric. In nursery the two matching items should also be fabric. It could be two shoes, hair bands, hats, gloves, but should be identical.

1 Item dog

1 Item human

Leave room

1:00 Minute

Clubs/Judges choice of whose odor you use, can be handler or stranger.

1 Q to Title

Room 2- Room type will be listed on premium.

Level 1- (MII) The Team enters the room and has 2:00 minute to find the items that match. When the dog finds its item and handler calls alert, the handler can set out to find the match. The handler must call when they are done and cross the start line for the timer to stop. Room size should be 400-500 sq ft.

Example: Judge has 2 pairs of identical items and one warmup. Three (3) items will have the same odor on them. The warmup item should be fabric. The other items could be two shoes, hair bands, hats, gloves, but should be identical and cloth like for Level 1. There should be 1 pair decoy/distraction in the room.

2 Items dog
 2 Items human
 1 decoy/distraction
 Leave room
 2:00 Minutes
 Clubs/Judges' choice for odor handler or stranger
 5 Qs to Title
 10 Additional Qs for X Title

Game 7

SewerRat – SR (The Game) Nursery, Level 1, Level 2, Level 3, Champion, A-Maze-Ing (The Rooms)

Picture this, your dog is trapped underground in a maze of sewer tunnels, and you must find the way out. There are turns, rats, and darkness. It is up to the handler to figure out which way is the way out. As you go along, your dog will be eliminating the rats and maneuvering through the tunnels. There will be a board with the order in which the maze needs to be done. It could be tunnel #1 first and then find rat, it could be finding the rat and then take tunnel #2. You must solve the board when you first walk in.

A buzzer will be used as an indication to confirm when handler believes they have made the correct call, and the judge will answer with a yes or no type of answer.

This game will use a height category so make sure your dog is measured and height is recorded with WCERA and the secretary.

Clubs need to make sure they have proper size tunnels for this game that can be weighted down and a safe area for the rats to be removed to if needed. Ideally this area could be fenced in and then could be run off leash. If on leash clubs need tunnels that allow dogs to safely work through them without getting hung up.

Room 1- Room type will be listed on premium.

Nursery- (SRN) This is an entry level room. No prerequisites.
Puppies 4-6 months are allowed to enter.

This level may be run by a team in every trial of the event that it is offered. The first Q will count as a Title and from then on, it's just a means to build confidence and have an enrichment activity. No additional Titles will be awarded. Q ribbons will be awarded.

The Team enters the room and has 1:00 minute to find the quarry and make it through the tunnel and to the escape hatch. When the dog finds the Rat, the handler will call alert/orRat. The handler must buzz when they are done/judges states if correct and then they leave the room for the timer to stop. Room size should be 300-500 sq ft. The judge will check the order of operations and determine if you have escaped. Handler and dog must make it back to the start line for the time to stop.

1 Rat
1 Tunnel
Correct Order/Tunnel
Buzzer
1:00 Minute
Leave room
5 Qs to Title
10 Additional Qs for X Title

Game 8

TRAXX – TX (The Game) Nursery, Level 1, Level 2, Level 3, Champion, The Journey Back (The Rooms)

You and your dog are set out to find something missing, at the lower levels this will be an item, as the levels grow this could be a real person. An item is scented and set down at the beginning of a laid track, the same person will have walked the track back and forth ending at the far end where the missing item will be placed.

There is a correct track and a false track. Another person will do the same thing on the other side.

You must solve the clue to decide which track to take. If you choose correctly your dog will lead you to the missing item and you will let it sniff down the track to its reward and you will have found the missing and all escaped. If you choose wrong, you will NQ, but your dog will not be punished. Both tracks are set up for your dog to be successful. You will still let your dog sniff its way down the track to get its reward, but I am sorry you did not find the missing in time and did not escape.

Room 1- Room type will be listed on premium.

Nursery- (TXN) This is an entry level room. No prerequisites.
Puppies 4-6 months are allowed to enter.

This level may be run by a team in every trial of the event that it is offered. The first Q will count as a Title and from then on, it's just a means to build confidence and have an enrichment activity. No additional Titles will be awarded. Q ribbons will be awarded

The Team enters the room and has 1:00 minute to solve a clue and track down the missing item. When the dog finds the missing item, the handler will call alert/found. etc. Judge states if correct. It is important to understand that the dog is correct no matter what path it goes down and should be rewarded. Dogs do not understand our silly rules. When the judge lets the handler know they are not correct, they should say something more of the effect of reward your dog and not let the dog know they have NQ'd. A you have not escaped in a cheerful fun way is just fine. In this game you will not run back to the start line as to not contaminate it further. There should be an exit path. You must stay in the handler lane and the dog may go where it wants.

1 item
Straight line
1:00 Min
5 Qs to Title
10 Additional Qs for X Title