The evaluation phases may be conducted in any order. However, the Evaluator may suggest a starting point based on training aid set up time, availability of training locations or weather factors.

A team is allowed only one miss and cannot have more than 20 points in deductions in the team scoring portion.

The mandatory explosive substances are:

- Black Powder
- Smokeless Powder / Double-Base Smokeless Powder
- TNT
- RDX / C4
- PETN / Sheet Explosive
- Nitroglycerin Dynamite
- Ammonia Dynamite / Kinepak / Emulsion.

Fourteen explosive training finds consisting of two of each mandatory explosive substance shall be used.

Training aids used shall be a minimum of quarter pound.

A minimum of one of the fourteen training finds will be placed as a high find. This is defined as a find which is no less than six feet high.

The types of substances placed in each phase will be at the discretion of the evaluator.

There shall be a minimum of one find in each phase

- Buildings
- Vehicles
- Commercial vehicles
- Luggage
- Area search

There is no maximum number of finds in any given phase. There shall be no more than one find in any given room or vehicle.

The training aids shall be set up a minimum of 30 minutes prior to the start of the accreditation.

When the handler believes a trained odor has been located, he/she shall verbally indicate the team has positive alert and indication. The handler shall then indicate the location of the find. The evaluator may ask the handler to be more specific regarding the location.

The evaluator has the authority to discontinue the certification process if excessive time has been spent searching without results. Prior to leaving the search area the evaluator may ask the handler to state any "areas of interest" they observed during the search. The evaluator may allow the team to return and re-search those specific areas.

#### **Explosive Team Application Phases**

- Building search:
  - A minimum of three rooms, and a maximum of six, designated by the Evaluator, which may vary in size. Each room must be at least 100 square feet and contain furniture, inventory, or other equipment. Each room will consist of no more than one find; and/or
  - A large building or warehouse which will be at least 250 square feet. No more than 2 finds in this area.
- Vehicle search:
  - o This phase will consist of a minimum of 10 passenger vehicles which may vary in size, location, and environment. The vehicle search will be exterior only.
- Commercial vehicle search:
  - This phase will consist of not more than three commercial vehicles (bus, semi, 15 passenger van, plane, etc.) which may vary in size, location, and environment. The commercial vehicle search may be interior and exterior
- Luggage search:
  - This phase will consist of a minimum of 10 pieces of luggage, parcel, or boxes.
     These pieces may vary in size, location, and environment.
- Area search:
  - This phase will consist of an exterior area search (minimum of 30 yards by 15 yards). The area search may consist of articles, vehicles, brush, or open field.
- Obedience and control:
  - Each handler shall demonstrate a minimum level of obedience and control of their canine. This will consist of a 1 minute sit/stay, a 3 minute down/stay, and recall to the handler from a distance of no less than 10 feet.

#### **Explosive Team Effort Scoring**

A team is allowed only one miss and cannot have more than 20 points in deductions in the team scoring portion. Deductions will be 1, 2, or 3, depending on the severity of the error for each of the search areas (building, vehicle, commercial vehicle, luggage, and area). The team can have multiple point deductions per room, vehicle, or area searched.

#### Explosive Team Effort Scoring - (This was cut and pasted from Open Air, with changes)

Deductions will be 1 or 3 depending on the severity of the error; however, any miss of a mandatory training aid will be 5-points, and a false response will result in a 10-point deduction. A team is allowed only one miss and cannot have more than 20 points in deductions in the team scoring portion. The team can have multiple point deductions per room, vehicle, or area searched.

NOTE- Since a miss is a deduction, it will need to be added each sheet to reflect which search area the miss occurred. See bottom of pages 5, 6, 7, 8, and 9.

#### All exercises:

- o Three points will be deducted for urinating in the test area
- Three points will be deducted for each time the handler fails to conduct follow-up commands.
- Handler: The handler will be scored in the following areas:
  - Presentation (e.g. over presenting, lack of presentation)
  - o Search pattern
  - o Control of environment
  - Manipulation of Objects
    - Doors, manipulating items, turning on lights, burping bags
      - A second deduction may result in a failure
  - Reading canine/Recognition of Change of Behavior
  - o Reward
  - Negative Cueing (stall, over-presentation)
  - Leash Control
- Canine: The canine will be scored in the following areas:
  - o Hunt
  - Confidence
  - o Alert
  - o Walk

- o Final Response
- o False Response
- Obedience and control phase: Each handler will demonstrate obedience and control with their canine. The Evaluator may conduct the exercises in the obedience phase in any order, and will be the only person to determine when each of the exercises has been completed.
  - o Sit Stay: The canine must perform this skill for one minute. A half point will be deducted for additional commands and failure to stay / breaking position.
  - Down Stay: The canine must perform this skill for three minutes. A half point will be deducted for failure to stay / breaking position.
  - Come: The canine must come when called. A half point will be deducted for additional commands, and failure to stay / breaking position, and failure to return / non-direct return.

	andler: lase:	BUILDING	SEARCH	Canine: Date:		
				Explosive Section		
	Type		Amount	Location		Found
1						
2						
3						
4						
5						
			<u> </u>			
				Team Effort Section		
		Canine 1 pt. 3 p	t.	Search Pattern	<u><b>Handler</b></u> 1 pt. 3 pt	
				Presentation		
				Control of Environment	1 <sup>st</sup> time=3 pts; 2 <sup>nd</sup>	timo- Fail
				Manipulation of Objects Reading	i time=5 pts, 2 <sup>m</sup>	ume= ran
			C	anine/Recognition of CB		
				Leash Control		
				Negative Cueing Reward		
			Hur			
				ifidence		
			Aler			
			Wal	k al Response		
				se Response	1st time= 10 pts; 2nd tir	ne= Fail
				ating in Search Area		
				Miss $- 1$ <sup>st</sup> time =5 pts; 2 <sup>r</sup>	nd time= Fail	
			Tota	al:		
Εv	aluator	Initials:		Handler Initia	ıls:	

	andler:			Canine:		
Ph	nase:	VEHICLE S	SEARCH	Date:		
				Explosive Section		
	Type		Amount	Location		Found
1						
2						
3						
<u>4</u> 5						
5						
				Toom Effort Continu		
				Team Effort Section		
		<b>Canine</b>			<u>Handler</u>	
		1 pt. 3 p	t.		1 pt. 3 pt	
				Search Pattern		
				Presentation Control of Environment		
			Manipulation of Objects	1st time=3 pts; 2nd time= Fail		
				Reading	1 11110=0 pt3, 2	time ran
			С	anine/Recognition of CB		
				Leash Control		
				Negative Cueing		
			Hun	Reward		
				fidence		
			Aler			
			Wal			
				ll Response		
				e Response	1st time= 10 pts; 2nd til	me= Fail
				ating in Search Area	nd time a Fail	
				Miss $- 1$ <sup>st</sup> time =5 pts; 2	"" time= Fall	
			Tota	al:		
F۱	aluator	Initials:		Handler Initia	als.	
v	aiddioi	a.o.			A101	

Handler: COMMERCIAL VEHICLE		VEHICLE	Canine:			
Phase: COMMERCIAL VEHICLE SEARCH		SEARCH Date:				
				Explosive Section		
	Type		<u>Amount</u>	Location		<u>Found</u>
1						
2						
3						
4						
5						
				Team Effort Section		
		<u>Canine</u>			<u>Handler</u>	
		1 pt. 3 p	t.		1 pt. 3 pt.	
				Search Pattern		
	· · · · · · · · · · · · · · · · · · ·					
				1 <sup>st</sup> time=3 pts; 2 <sup>nd</sup> t	ime= Fail	
	Reading					
	Canine/Recognition of CB Leash Control					
				Negative Cueing		
				Reward		<u> </u>
			Hun	_		
			Con	fidence		
			Aler			
			Wal			
				al Response	4 ot 1' 4 0 1 0 od 1'	<b>–</b> "
				se Response	1st time= 10 pts; 2nd time	ie= Fail
			Onn	ating in Search Area Miss – 1 <sup>st</sup> time =5 pts; 2 <sup>n</sup>	d timo- Fail	
				wiiss – 1* time –5 pts, 2	time- i an	
			Tota	al:		
Εv	Evaluator Initials:			Handler Initia	ls:	

на	ndler:			Canine:		
Ph	ase:	LUGGAGE	SEARCH	Date:		
				Explosive Section		
	Type		Amount	Location		Found
1						
2						
3						
4						
5						
		<u>Canine</u> 1 pt. 3 բ		Team Effort Section  Search Pattern Presentation Control of Environment Manipulation of Objects Reading canine/Recognition of CB	Handler 1 pt. 3 pt.  1st time=3 pts; 2 <sup>nd</sup>	time= Fail
				Leash Control		
				Negative Cueing Reward		
			Hur			
			Alei Wa Fina Fals		1 <sup>st</sup> time= 10 pts; 2 <sup>nd</sup> tin	ne= Fail
			Tota	al:		
Eva	aluator	Initials:		Handler Initia	ıls:	

	ındler: ase:	AREA SEA	ARCH	Canine: Date:		
	•			Explosive Section		
	Type		Amount	Location		Found
1						
2						
3						
4						
5						
				Team Effort Section		
		Canine 1 pt. 3	pt.	Search Pattern Presentation	Handler 1 pt. 3 pt	
			C	Control of Environment Manipulation of Objects Reading canine/Recognition of CB	1 <sup>st</sup> time=3 pts; 2 <sup>nd</sup>	time= Fail
				Leash Control Negative Cueing Reward		
			Aleı Wa Fina Fals	nt nfidence rt	1 <sup>st</sup> time= 10 pts; 2 <sup>nd</sup> tir <sup>nd</sup> time= Fail	ne= Fail
			Tota	al:		
Evaluator Initials:				Handler Initia	ls:	

andler:	Canine:	
ase: OBEDIENCE	Date:	
	Team Effort Section	
Sit – Stay (1 minute): Failure to stay/breaking position	½ pt per violation	
<u>Down – Stay (3 minutes):</u> Failure to stay/breaking position	½ pt per violation	
Come: Additional Commands Failure to stay/breaking position	½ pt per violation	
Failure to return/non-direct return  All Exercises		
Urinating in Test Area	½ pt per violation	
Failure to do follow-up commands	3 pt per violation	
Total:		
Evaluator Initials:	Handler Initials:	

#### **Overall Record Sheet**

Location:		Date:		
Handler: _		Yrs. K9 Experience:		
Agency: _				
Canine Na	me:	Yrs. Explosive Exp	erience:	
Type of Al	ert:	Cross Trained:	Yes No	
Reward:		Breed:		
		valuation		
Phase 1 2 3 4 5 6  Explosive S Mandatory O	Odors	Explosive's  TOTAL	Team Effort	
Team Effort		□PASS	□FAIL	
Print Name:		<u>Evaluat</u>	<u>or</u>	
Signature:				
Agency:				
Contact Pho				
Contact Em	all			

Handler's Copy