

Quick-start: run a double-blind

Double-blind: nobody near the search knows if, or where, odor is.

Only the hide setter (instructor) knows, and stays out of sight. Brief handlers: any area may or may not have odor.

Assistants

- **Instructor /setter:** the only person who knows. RNG determines, Instructor sets and logs the hides, and removes them after. Stays out of sight.
- **Site Monitor - volunteer** : checks team s in, keeps others out, hands out and collects the written results from handlers. Knows nothing about the hides; says nothing about the search.
- **Photographer:** Use a camera on a tripod, or a person who doesn't know the hides and stands outside the area.
- **Handler and dog:** search alone, on the clock. Write the search results and hand it to S/M.

Dog in white, if you have one: a reliable dog not in the exercise; its handler isn't searching today. Clears the area before hides go in; confirms odor after.

checklist

- ☐ random-numbergenerator app
- ☐ Area A and Area B, set up the same (or start with one car or one room)
- ☐ 4 cars or 6 -10 boxes per area
- ☐ Your usual odor hides
- ☐ Placards: one CAR or BOX set per area, AREA A and B, quiet-please sign, STAGING, GATE
- ☐ Hide setter's log and gate run sheet
- ☐ A record sheet per handler
- ☐ camera and tripod
- ☐ Staging area with water, out of sight of the search

Before: set the hides

- 1 **Clear.** The DIW (if you have one) clears the search area.
- 2 **RNG.** Determines Hides, if vehicles the quadrant. Log every RNG.
- 3 **Hide location.** Out of reach and out of sight of dog and handler. At most one hide per car.
- 4 **Wait.** At least 30 minutes before the first search.
- 5 **Confirm.** The DIW (if you have one) confirms odor is there. **Then repeat every step at Area B.**

Run day: six steps

- 1 **Wait.** In staging, out of sight of the search.
- 2 **Check in.** The site monitor checks team in and gives them paper for recording.
- 3 **RNG.** Instructor (or hide setter) rolls: even = Area A, odd = Area B. The S/M confirms the area is empty of people.
- 4 **Search.** Alone, on the clock. Call "alert" or "finish".
- 5 **Record.** Write your results, hand it to the S/M - volunteer.
- 6 **Leave.** No talking with teams still waiting. Run the other areas before any retest.

After

- The Instructor removes the hides.
- Instructor gives search results only after all runs;
- Review the videos soon, one-on-one or as a group.


RNG

Before the runs (hide setter): hides, car or box, quadrant

Each team, at the gate: Area A or B

Area	Hides	Car or quadrant	Box	A repeat car or box
even = A, odd = B	1-2 = none, 3-4 = one, 5-6 = two	1-4, re-roll 5-6	1-6	re-rng

A blank is a real answer. Any area can have no hide. With this RNG about one area in three is blank, so "no hide here" can be the right call.

Mandatory:
Have fun with YOUR dog!



Instructor DOUBLE-BLIND KIT · 2 OF 6 **log**

Only you see this sheet. Keep it out of sight until every run is done.

Date _____ Hide setter _____ Search _____ Cars _____ Boxes _____

Odor _____ Check dog and its handler (if used) ☐ ☐



RNG

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even = A, odd = B	1–2 = none, 3–4 = one, 5–6 = two	1–4, re-roll 5–6	1–6	re-roll

Quadrants (cars): 1 left front, 2 right front, 3 right rear, 4 left rear. Counted clockwise from the car's own left front headlight (the driver's side in the US).

Area A 1. Clear. DIW (if used) cleared every car or box ☐ ne _____

2. Roll for hides. RNG shows _____ ☐ none (1–2) ☐ one (3–4) ☐ two (5–6)

3. Roll and place each hide. Write every roll, re-rolls too.

	Car or box rng	Quadrant rng (cars)	Location	Hide or tin ID	Time placed	Ready at (+30 min)	Removed at
Hide 1							
Hide 2							

4. Confirm. DIW (if used) confirmed odor Time ☐ Notes _____

Area B 1. Clear. DIW (if used) cleared every car or box ☐ Time _____

shows none (1) one (3–4) ☐ two (5–6) ☐

3. Roll and place each hide. Write every roll, re-rolls too.

	Car or box rng	Quadrant rng (cars)		Hide or tin ID	Time placed	Ready at (+30 min)	Removed at
Hide 1							
Hide 2							

4. Confirm. DIW (if used) confirmed odor ☐ Time _____ Notes _____

Repeat every step at Area B after Area A. Hides go out of reach and out of sight of dog and handler.



Handler record sheet

Make your call first; write it down;

Handler _____

Dog _____

Date _____

Area ☐ A ☐ B

Search ☐ Cars ☐ Containers Other: _____

Start _____ End _____

Video file name _____

location #	Alert?	Where on it (quadrant or location)	Time	Notes
1	Yes / No			
2	Yes / No			
3	Yes / No			
4	Yes / No			
5	Yes / No			
6	Yes / No			

Cars: use rows 1–4. Boxes: rows 1–6. Circle Yes or No for every item.

☐ I call this area blank: no hide.

Record search and hand it to the S/M. It stays sealed until all runs are done.

-- AFTER ALL RUNS -----

compare your findings with the Instructors log

In the log	Car or box	Where
Hide 1		
Hide 2		

My result (tick all that apply)

- ☐ Found every hide
☐ Missed a hide
☐ False alert
☐ Clean blank (called blank; there was no hide)

☐ The log shows no hide in my area

☐ Video reviewed with _____

One thing to change next session _____



Run sheet

For the S/M volunteer. You know nothing about the hides: say nothing about the search.

Date _____

Gate volunteer _____

Time allowed _____ min

Search ☐ Cars ☐ Boxes ☐ Other

Before each team: ☐ the search area is empty of people ☐ the Instructor (or hide setter) rng:
even = Area A, odd = Area B

#	Handler and dog	Start time	Checked in		rng	Area (circle)	Search start	Search end	Written results	
1			☐	☐		A / B			☐	
2			☐	☐		A / B			☐	
3			☐	☐		A / B			☐	
4			☐	☐		A / B			☐	
5			☐	☐		A / B			☐	
6			☐	☐		A / B			☐	
7			☐	☐		A / B			☐	
8			☐	☐		A / B			☐	
9			☐	☐		A / B			☐	
10			☐	☐		A / B			☐	
11			☐	☐		A / B			☐	
12			☐	☐		A / B			☐	
13			☐	☐		A / B			☐	
14			☐	☐		A / B			☐	
15			☐	☐		A / B			☐	

- Retests come last: a team runs its other areas first, then comes back.
- Finished teams leave without talking to teams still waiting.
- Keep all results sealed until all runs are done. Then handlers open them and compare with the instructors log.



Checklist: double-blind car search

Tick each step. From Fred Helpers' vehicle protocol checklist,

Before

- ☐ Two near-identical areas: Area A and Area B. For a class, one car is fine: follow the same steps
- ☐ Cars in a line or simple formation, the same at both areas
- ☐ At least 6 ft around each car so the dog can work it
- ☐ Teams have not visited the search areas before
- ☐ Safety check
- ☐ Staging area set, near the search but out of sight of it
- ☐ Gate staffed by a volunteer
- ☐ Record sheets and envelopes printed; one set per handler
- ☐ Filming: a camera on a tripod, or a filmer who doesn't know the hides and stands outside the area
- ☐ Anyone watching stays out of sight of the teams, or watches the video later

Prepare the cars

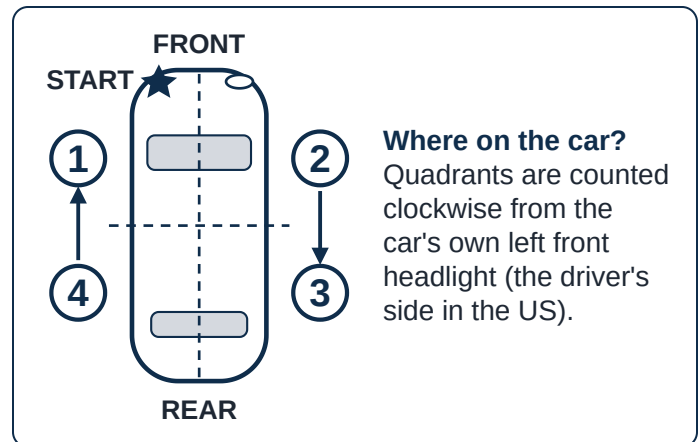
- ☐ CAR 1–4 placard on each windshield
- ☐ Cars similar make and model, spaced the same, where possible
- ☐ Use only the outside of the cars
- ☐ Check dog (if you have one) clears every car
- ☐ Roll: how many hides (1–2 none, 3–4 one, 5–6 two)
- ☐ Roll: which car (1–4; re-roll 5–6 or a repeat). At most one hide per car
- ☐ Roll: which quadrant (1–4; re-roll 5–6)
- ☐ Place each hide out of reach and out of sight of dog and handler
- ☐ Write every RNG and placement in the log.
- ☐ Place hides at least 30 minutes before the first search
- ☐ DIW (if you have one) confirms odor is there
- ☐ Repeat every step at Area B

During

- ☐ S/M confirms the area is empty of people
- ☐ Instructor (or hide setter) rolls: even = Area A, odd = Area B
- ☐ Handler searches alone, on the clock (Fred's example: seven minutes) and calls "alert" or "finish". Any "yes" or reward comes only after the call
- ☐ Handler writes the call, seals the envelope, hands it to the gate volunteer
- ☐ Gate volunteer doesn't discuss the search
- ☐ Finished teams don't talk with waiting teams
- ☐ Run all areas before any retest

After

- ☐ Instructor removes the hides
- ☐ Announce the results only after all runs; compare each call with the hide setter's log
- ☐ Review videos soon, one-on-one or as a group
- ☐ Have fun with YOUR dog!



RNG

suggested; check with your instructor

Area	even = A, odd = B
Hides	1–2 = none, 3–4 = one, 5–6 = two
Car or quadrant	1–4, re-roll 5–6
Box	1–6
A repeat car or box	re-roll



Checklist:double-blind Containers

Tick each step. From Fred Helpers' container protocol checklist

Before

- ☐ Two near-identical areas: Area A and Area B. Or one room for a class
- ☐ Safety check
- ☐ Staging area set, near the search but out of sight of it
- ☐ Site Monitor briefed
- ☐ Record sheets; one set per handler
- ☐ Filming: a camera on a tripod, or a filmer who doesn't know the hides and stands outside the area
- ☐ Anyone watching stays out of sight of the teams, or watches the video later

Prepare the boxes

- ☐ Boxes in a simple line or formation, the same in both areas
- ☐ 3–4 ft apart, with room for the dog to work each one
- ☐ BOX 1–6 placard on or beside each box
- ☐ Check dog (if you have one) clears every box
- ☐ Roll: how many hides (1–2 none, 3–4 one, 5–6 two)
- ☐ Roll: which box (1–6; re-roll a repeat)
- ☐ Place each hide inside the box, out of reach and out of sight of dog and handler
- ☐ Write every roll and placement in the hide setter's log
- ☐ Place hides at least 30 minutes before the first search
- ☐ Check dog (if you have one) confirms odor is there
- ☐ Repeat every step at Area B, if used

During

- ☐ S/M confirms the area is empty of people
- ☐ Instructor (or hide setter) rolls RNG: even = Area A, odd = Area B
- ☐ Handler searches alone, on the clock (Fred's example: seven minutes) and calls “alert” or “finish”. Any “yes” or reward comes only after the call
- ☐ Handler writes the results, hands it to the S/M
- ☐ S/M doesn't discuss the search
- ☐ Finished teams don't talk with waiting teams
- ☐ Run all areas before any retest

After

- ☐ Instructor removes the hides
- ☐ Results announced only after all runs; compare each call with the hide setter's log
- ☐ Review videos soon, one-on-one or as a group
- ☐ Have fun with YOUR dog!



RNG

suggested; check with your instructor

Area	even = A, odd = B
Hides	1–2 = none, 3–4 = one, 5–6 = two
Car or quadrant	1–4, re-roll 5–6
Box	1–6
A repeat car or box	re-roll

