

	WILDLIFE	DETECTOR	DOG	PERFORMANCE	DOCUMENTATION
Doq: Barko	Handler: John Doe		Dept: Sample PD		Mo/Yr: Apr 1994
Srch YTD = 434	Hrs YTD = 144:30		Srch TTD = 1278		Hrs TTD = 426:10
Date of Activity	- 14 - 14 - 14 - 15 - 15 - 15 - 15 - 16 - 16 - 17 -				
Train-Deploy-Exam	- T - T - T - T - T - T - T - D - D - T - T -				
Time Started	- 2230- 2250- 2310- 2215- 2240- 2305- 2345- 2245- 2330- 2355-				
Time Finished	- 2245- 2310- 2355- 2235- 2300- 2335- 0010- 2300- 2335- 0030-				
Elapsed Time	- 15 - 20 - 45 - 20 - 20 - 30 - 25 - 15 - 5 - 25 -				
Temperature (f)	- 55 - 55 - 55 - 50 - 50 - 50 - 70 - 50 - 45 - 45 -				
Interior/Exterior	- I - I - E - I - E - I - I - E - I - I -				
Scent Memorize	- - - - - - - - X - - -				
Gutpile Field/Forest	- X - - - - - - - - - -				
Carcass Buried/Submerged	- - X - - - - - - - - - -				
Carcass Campsite	- - - X - - - - - - X - - -				
Carcass Residence	- - - - X - - - - - - - - -				
Upland Game Vehicle	- - - - - - - X - - - - - -				
Fish Carcass Field/Forest	- - - - - X - - - - - - - -				
Bloody Knife Field/Forest	- - - - - - - - - - - - - -				
Blank Search Area	- X - X - X - X - X - X - X - X - X - X -				
Div-Handler Odor	- X - - - - - - - - - - - -				
Div-Human Odor	- - X - - - - - - X - - - - -				
Div-Animal Odor	- - - - - - - - - - - - - -				
Div-Sterile Aid	- - - - - X - - - - - - - -				
Div-Food	- - - - X - - - - - - - - - -				
Odor-1	- X - - - - - - - X - - - X -				
Odor-2	- - - X - - - - - - - X - - -				
Odor-3	- - - - X - - - - - - - - - X -				
Odor-4	- - - - - X - - - - - - - - -				
Odor-5	- - - - - - - X - - - X - X - -				
Quantity (grams)	- 50 - 5 - 125 - 40 - 1000- 50 - 5 - Res - 5 - 25 -				
Time Aged	- 10 - 15 - 30 - 20 - 5 - 25 - Unk - Unk - - 120 -				
Difficulty	- 3 - 4 - 3 - 2 - 4 - 3 - 3 - 3 - 3 -				
Searching	- 3 - 3 - 2 - 3 - 3 - 3 - 4 - 2 - N/A - 3 -				
Indication	- 2 - 2 - 2 - 3 - 3 - 2 - 1 - 2 - N/A - 3 -				
Known or Unknown Location	- U - U - U - U - U - U - U - U - U - K - U -				
Searching Behavior Elements are identified as Calm + Methodical + Intense + Focused + Sniffing 1 = Elements displayed concurrently & completely (Searching behavior that is exemplary) 2 = Elements displayed as above with few exceptions (Searching behavior that is commendable) 3 = Elements displayed to a highly reliable degree (Searching that is typical of a veteran K-9) 4 = Elements displayed to a reliable degree (Searching that meets professional standards) 5 = Elements displayed less than a reliable degree (Searching that needs higher display of skill) 6 = Elements displayed very little or not at all (Little or no display of Searching skill)		Indication Behavior Elements are identified as Prescribed + Immediate + Intense + Consistent + Focused 1 = Elements displayed concurrently and completely (Indication behavior that is exemplary) 2 = Elements displayed as above with few exceptions (Indication behavior that is commendable) 3 = Elements displayed to a highly reliable degree (Indication that is typical of a veteran K-9) 4 = Elements displayed to a reliable degree (Indication that meets professional standards) 5 = Elements displayed less than a reliable degree (Indication that needs higher display of skill) 6 = Elements displayed very little or not at all (Little or no display of Indication skill)			
1 = No Difficulty	Physical contact with the narcotics stash is possible				
2 = Minor Difficulty	Physical barrier prevents contact without restricted air flow				
3 = Moderate Difficulty	Physical barrier with restricted air flow				
4 = Major Difficulty	Physical barrier, restricted air flow, with apparent intent to thwart detection				
5 = Extreme Difficulty	Physical barrier, restricted air flow, apparent intent, logistical means to thwart				
6 = Impossible	Physical barrier, restricted air flow, apparent intent, logistical means, science				
1.00-1.74 = A	1.75-2.49 = B	2.50-3.24 = C	3.25-4.00 = D	4.01-5.00 = I	5.01-6.00 = U
Comments or Explanations on Reverse Side					

		WILDLIFE	DETECTOR	DOG	PERFORMANCE	DOCUMENTATION	
Dog:	Handler:				Dept:		Mo/Yr:
Srch YTD =	Hrs YTD =				Srch TTD =		Hrs TTD =
Date of Activity	-	-	-	-	-	-	-
Train-Deploy-Exam	-	-	-	-	-	-	-
Time Started	-	-	-	-	-	-	-
Time Finished	-	-	-	-	-	-	-
Elapsed Time	-	-	-	-	-	-	-
Temperature (f)	-	-	-	-	-	-	-
Interior/Exterior	-	-	-	-	-	-	-
Scent Memorize	-	-	-	-	-	-	-
Gutpile Field/Forest	-	-	-	-	-	-	-
Carcass Buried/Submerged	-	-	-	-	-	-	-
Carcass Campsite	-	-	-	-	-	-	-
Carcass Residence	-	-	-	-	-	-	-
Upland Game Vehicle	-	-	-	-	-	-	-
Fish Carcass Field/Forest	-	-	-	-	-	-	-
Bloody Knife Field/Forest	-	-	-	-	-	-	-
	-	-	-	-	-	-	-
	-	-	-	-	-	-	-
	-	-	-	-	-	-	-
Blank Search Area	-	-	-	-	-	-	-
Div-Handler Odor	-	-	-	-	-	-	-
Div-Human Odor	-	-	-	-	-	-	-
Div-Animal Odor	-	-	-	-	-	-	-
Div-Sterile Aid	-	-	-	-	-	-	-
Div-Food	-	-	-	-	-	-	-
Odor-1	-	-	-	-	-	-	-
Odor-2	-	-	-	-	-	-	-
Odor-3	-	-	-	-	-	-	-
Odor-4	-	-	-	-	-	-	-
Odor-5	-	-	-	-	-	-	-
Quantity (grams)	-	-	-	-	-	-	-
Time Aged	-	-	-	-	-	-	-
Difficulty	-	-	-	-	-	-	-
Searching	-	-	-	-	-	-	-
Indication	-	-	-	-	-	-	-
Known or Unknown Location	-	-	-	-	-	-	-
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Game Dog Training Records