

# W.D.D.O. Randomized Double Blind Certification Testing

## Test Setup Form

Scenarios are to be numbered numerically beginning with the number one in the order in which they are set up. Specific scenario numbers will be assigned to each tested handler, and recorded on the Handler Answer Sheet. Fill out a separate Test Setup Form for each individual scenario to be set up. For information on setting up each type of scenario, refer to the S.O.P. for the appropriate test.

Date: \_\_\_\_\_ Time Placed: \_\_\_\_\_:\_\_\_\_\_ AM/PM Scenario Number: \_\_\_\_\_

### Scenario Type:

Select the appropriate check box below for the type of scenario being conducted.

- |   |   |
|---|---|
| <input type="checkbox"/> Basic Odor Recognition Test / Scent Boards | <input type="checkbox"/> Burned Matrix  |
| <input type="checkbox"/> Room Search                                | <input type="checkbox"/> Vehicle Search |
| <input type="checkbox"/> "Suspect" Line Up                          | <input type="checkbox"/> Luggage Search |

### Number of Hides

A twelve sided die or a random number generator is to be used to determine the number of hides to be placed in each scenario according to the guide below.

#### Basic Odor Recognition Test/Scent Boards, Room Search, Burned Matrix

If a one, two, three, or four is rolled, one area/container is to contain a hide. If a five, six, seven, or eight is rolled, two areas/containers are to contain a hide. If a nine, ten, eleven, or twelve is rolled, three areas/containers are to contain a hide.

#### Suspect Line Up, Luggage Search, Vehicle Search

If a one, two, three, four, five, or six is rolled, one "suspect," article, or vehicle is to contain a hide. If a seven, eight, nine, ten, eleven, or twelve is rolled, two "suspects," articles, or vehicles, are to contain a hide.

Roll: \_\_\_\_\_ Number of Hides to be placed: \_\_\_\_\_

### Placement of Hides

#### Basic Odor Recognition Test/ Scent Boards

Eight to ten containers or PVC pipes mounted vertically on a 2X4 is to be setup. Each container is to be clearly marked with a number. Placement will be determined by rolling a 12 sided die, or use of a random number generator. The value of each roll will match the pipe or container in which hide is to be placed. Subsequent rolls, if necessary will determine the placement of remaining hides. Duplicate roll values, values not matched by a container number, or values which would place two hides in adjacent containers will be discarded.

Roll 1: \_\_\_\_\_ Roll 2: \_\_\_\_\_ Roll 3: \_\_\_\_\_

#### Room Search

Four rooms or areas are to be designated for this scenario. Each room or area is to be assigned a specific number. Placement of hides is determined by rolling a 12 sided die, or use of a random number generator. Any duplicate rolls, or rolls that would cause a hide to be placed in a room already containing a hide will be discarded. A roll of one, two or three will mean room one contains a hide, four, five, or six, room two, seven, eight, or nine, room three, ten, eleven, or twelve, room four.

Roll 1: \_\_\_\_\_ Roll 2: \_\_\_\_\_ Roll 3: \_\_\_\_\_

#### Description of Hide Placement:

Room 1: \_\_\_\_\_

Room 2: \_\_\_\_\_

Room 3: \_\_\_\_\_

Room 4: \_\_\_\_\_

#### "Suspect" Line Up/Luggage Search

Five "suspects" or articles are to be setup. Each "suspect" or article is to be assigned a number. Placement will be determined by rolling a die, or using a random number generator. The value of each roll will be matched with the number of a "suspect" or article. Unmatched roll values, duplicate values, or values that would cause two adjacent "suspects" or articles to contain a hide will be discarded, and call for a reroll.

Roll 1: \_\_\_\_\_ Roll 2: \_\_\_\_\_

#### Description of Hide Placement:

"Suspect"/Article 1: \_\_\_\_\_

"Suspect"/Article 2: \_\_\_\_\_

"Suspect"/Article 3: \_\_\_\_\_

"Suspect"/Article 4: \_\_\_\_\_

"Suspect"/Article 5: \_\_\_\_\_

#### Vehicle Search

Three vehicles are to be designated for each scenario. Each vehicle is to be assigned a specific number. Placement of hides is determined by rolling a 12 sided die, or use of a random number generator. Any duplicate rolls, or rolls that would cause a hide to be placed on a vehicle already containing a hide will be discarded. A roll of one, two, three, or four will mean vehicle one contains a hide, five, six, seven, or eight, vehicle two, nine, ten, eleven, or twelve, vehicle four.

Roll 1: \_\_\_\_\_ Roll 2: \_\_\_\_\_ Roll 3: \_\_\_\_\_

#### Description of Hide Placement:

Vehicle 1: \_\_\_\_\_

Vehicle 2: \_\_\_\_\_

Vehicle 3: \_\_\_\_\_

### Testing Location

Name or Address: \_\_\_\_\_ City: \_\_\_\_\_ State: \_\_\_\_\_

Certifying Official Print Name: \_\_\_\_\_ Certifying Official Signature: \_\_\_\_\_