

Kinetic Explosive Detection Dog

(KEDD)

KEDD (definition)- A K9 that is trained to follow explosive molecules to a moving/mobile source.

A prerequisite prior to certification is to ensure that the canine is not people aggressive, the canine is social and has the ability to tolerate crowds and be in close proximity to patrons.

2 Types of Areas (Checkpoint and Traverse)

Area of Search (Checkpoint)

This is a 30-minute search, with a minimum of 1 training aid, moving target, you are allowed zero misses and zero false responses. This part of the certification will take place in a given area where the team will be searching patrons that are moving through that area. This area should be at a choke point or place where the crowd is funneled by the team. The team should search patrons that come through this area in a non-intrusive manner where the flow of traffic is not drastically affected by the teams search techniques. The area given should be a narrow path perpendicular to the crowd flow with a “call zone” of 10’ to 20’ each way for the handler to make a decision whether to identify a target or to return to the original “path/checkpoint” to continue searching. The number of patrons that come through the checkpoint should be no less than a total of 50(?) people during the overall 30-minute search. Venues such as a mall, sporting event, train station, bus station, or a sidewalk area with pedestrians can be utilized for this test.

Area of Search (Traverse)

This is a 20-minute search, with a minimum of 1 training aid, stationary or moving target, allowed zero misses and zero false, allowed a retest of area. A Traverse search would be conducted in a larger area where the team has to move about a given area to cover a venue or part of a venue. With this type of search the team will be give an area with specific boundaries that cover a large area of a venue or a whole venue. The team should be able to maneuver through this area and search all the patrons in this area whether seated, standing still, or walking around in this area. A decoy/decoys can be in this area from the beginning of the search, or they can be inserted into this area at a certain time or number of passes through the area. The “Call Zone” for this area is located at the point 10’-20’ from where the canine encounters the target in the direction of travel of the target. Areas that can be used are places like a whole wing of the inside of a mall, the sidewalk of a whole city block, or multiple gates in the corridor of a stadium. The team should have to search at least 30 patrons in this 20-minute search.

Decoy/Decoys

The training aid should be placed on the target so that there is no visual appearance of the material. It can be body worn in pants/jacket pockets, waist worn in pantyhose under a bulky garment like a sweatshirt or can be placed in a backpack or rolling luggage. The target is not allowed to carry a canine’s reward to reinforce the find during the test. If the canine is to be reinforced after the find during this, the evaluator must reward the canine after the handler or team has completed the identification process. While the

target is walking through the checkpoint, they must blend in with the crowd and not have an abnormal pace or actions. The training aid must be at least 1 pound of explosive material with at least 30 minutes of set time on the decoy or in the backpack/roller bag to insure odor availability to the canine.

Target Miss

In the event that the canine does not find the target on the initial pass/search through the checkpoint or initial encounter in the traverse, the evaluator may terminate the search due to non-productivity. This is considered a failure due to a miss.

False Response

In the event that a team follows someone that is not a “target” and goes beyond the 10’ to 20’ call zone, that is considered a false response. Also, if the handler identifies a person that is not a target within that 10’ to 20’ that is considered a false response too. If either of the “False Response” incidents occur, then the search can be deemed nonproductive by the evaluator and the search can be terminated.

Other

Only 1 Retest of 1 of these areas is allowed. Not only is it I’m important the for the canine to be able to find the target with the explosive odor but it is very important that the canine can work long periods of time without false responding. This is the main reason not to only use one target per area so that the handler can’t “game” the test and not allow the canine to false respond after they have found an initial target/decoy.

If the team is a Kinetic Explosive Detection Team only then the canine can be tested for his Odor Recognition portion by using small open areas.

If the team is both a Static and Kinetic Explosive Detection Team, then the canine can be tested for his Odor Recognition with EDD hides or small open areas.

Definition of “Call Zone” is the area that the handler has to make a decision on whether the target has been identified in a search area.