HRD COURSE 5 DESCRIPTION

The course will start in a 300 x 600 fenced pasture and move out into an 100 acre fenced pasture. The course will wrap around close to the 300 x 600. Forty head of sheep will be used per run with five head gate sorted and then taken around the course.

1. Outrun/ lift/fetch - 20/25 points

The sheep will be loose in the 300 X 600 fenced pasture. The handler and dog will enter through a small walk through gate and proceed to a larger gate that opens into the 100 acre field. Once the sheep are gathered at the gate the exercise is finished.

Level III - The handler and dog enter and proceed to the larger gate. The handler is to remain at post 1 and send the dog to gather the flock to the handler at the gate.

Level II - The handler and dog enter and proceed to the large gate. The handler sets the dog at post 1 and moves halfway to the closest group of sheep. Once the dog is sent to gather this group, the handlers may adjust their position to complete the gather of the whole flock and return to the field gate.

Level I – Handler will determine which group they want to gather first and approach within 15 feet before setting the dog. Once the dog is positioned the handler removes the lead and there must be a pause before the dog moves to gather the sheep. The handler can move within five feet of the sheep and send the dog on a gather. The handler assists the dog in gathering the flock in an orderly manner and takes them to the field gate.

1. Gate sort - 15 points

Five sheep are gate sorted into the big field and the gate is closed. Exercise is finished.

Level III – Five sheep of a designated ribbon color are sorted out into the big field.

Level II and I – Any five are sorted into the big field.

1. Weave panels - 10 points

Three panels are spaced evenly along the west side of the 300 x 600 area and 20feet off the fence. The sheep are to make an S around the panels starting from the west side of the first panel. The exercise is finished when the sheep are within 10 feet of the Cross west entrance.

Level III – The handler will stay at post 2 while the dog drives the sheep around the panels. When the third panel is cleared the handler can move to the cross.

Level II – The handler will stay at post 2 until the dog and sheep have cleared the second panel and then the handler may move to assist at the cross.

Level I – The handler and dog fetch the sheep around the panels.

4)  Cross - 15 points

Once the sheep clear the Weave panels, they are taken to the Cross and loaded into the cross from the west side and go straight across and exit the east side. Exercise ends when the last sheep exits the east side of the Cross.

Level III – The handler must pick a quadrant and remain there until the sheep have exited the east side of the cross and driven thru the fly chute. The handler may this leave this position after the sheep have exited the fly chute.

Level II – The handler must pick a side of the cross and stay there until the sheep have exited the east side of the cross. The handle may then walk half way to the fly chute and remain there until the sheep have exited the fly chute.

Level I - The handler may move wherever they choose on the outside of the cross. They should not enter the cross.

1. Fly chute - 10 points

The sheep are fetch/drive through the chute. Exercise ends when the last sheep clears the fly chute.

1. Hay pile - 15/20 points

The sheep are removed from the trailer and fetch/drive to the hay pile and the handler and dog move back to the designated post for their level for a gather of the flock. Once the sheep are gathered, all levels are to move back and go clockwise around Post A.

Level III - Move to Post A

Level II - Move to Post A. The dog is set there and the handler can move halfway to the hay pile before sending the dog.

Level I - Move back to Post B which is fifteen feet from the hay pile. The dog is left there and the handler may move forward to within five feet of the sheep.

1. Repen - 5 points

All the sheep are taken clockwise around the Post 3 from there they are taken (fetch/drive)to the pen and repenned.

Time

Level III - 25 minutes

Level II - 20 minutes

Level I - 20 minutes

Tie Breakers

1) Highest score on #1 outrun/lift/fetch

2)Highest score on cross

3) Time