RANCH LARGE FLOCK COURSE 7

1. **GATHER** – 10 POINTS ALL LEVELS

GATHER ALL THE SHEEP FROM A FIVE ACRE PASTURE - 30 HEAD

**LEVEL III** – THE HANDLER AND THE DOG START AT THE CONE. THE HANDLER SENDS THE DOG FROM THE CONE ON A GATHER TO COLLECT ALL THE STOCK AND BRINGS THEM TO THE GATE.

**LEVEL II** – THE DOG IS PLACED AT THE CONE AND THE HANDLER MAY GO HALF WAY UP THE FIELD AND SEND THE DOG FROM THE CONE TO GATHER THE STOCK AND BRINGS THEM TO THE GATE

**LEVEL I** – THE DOG IS PLACED HALF WAY UP THE FIELD AND THE HANDLER MAY GO WITHIN 20 FEET OF THE STOCK AND SEND THE DOG TO GATHER THE STOCK AND BRINGS THEM TO THE GATE

1. **GATE SORT** – 10 POINTS ALL LEVELS

**LEVEL III, LEVEL II AND LEVEL I** – THE HANDLER AND DOG WILL ALL GATE SORT 10 HEAD OF STOCK OUT OF THE FIELD AND INTO THE 100 ACRE PASTURE

1. **BARREL** – 10 POINTS ALL LEVELS

**LEVEL III, LEVEL II, LEVEL I** – THE HANDLER AND DOG WILL EITHER DRIVE OR FETCH THE 10 SHEEP AROUND THE BARREL. ALL LEVEL HANDLERS MUST PUT THE 10 SHEEP AROUND THE BARREL IN A COUNTER CLOCKWISE DIRECTION.

1. **Y CHUTE** – 20 POINTS FOR LEVEL III – 10 POINTS FOR LEVELS II AND I

**LEVEL III** – THE HANDLE MUST REMAIN AT THE BARREL AND DRIVE THE 10 SHEEP THRU THE Y CHUTE.

**LEVEL II** – THE HANDLER MUST DRIVE THE 10 SHEEP THRU THE Y CHUTE. THE HANDLE MAY WALK HALF WAY TO THE Y CHUTE

**LEVEL I** – THE HANDLER MAY FETCH THE 10 SHEEP TO THE Y CHUTE, THE SHEEP MUST GO THRU THE Y CHUTE BUT THE HANDLER MAY NOT ENTER THE Y CHUTE.

1. **HORSESHOE** - 20 POINTS ALL LEVELS

**LEVEL III** – THE HANDLER MUST DRIVE THE 10 SHEEP FROM THE Y CHUTE TO THE FAR RIGHT (WEST) OPENING OF THE HORSESHOE AND THRU TO THE EXIT ON THE OTHER SIDE – THE HANDLER MAY LEAVE THE BARREL WHEN THE LAST BUTT OF THE STOCK CLEARS THE END OF THE Y CHUTE.

**LEVEL II** – WHEN THE LAST BUTT OF THE LAST SHEEP HAS CLEARED THE OPENING OF THE Y CHUTE THE HANDLER MAY LEAVE THEIR POSITION AND TAKE A SPOT AT THE ENTRANCE (THE FAR WEST SIDE) OF THE HORSESHOE AND DRIVE THE 10 SHEEP THRU THE HORSESHOE TO THE EXIT ON THE OTHER SIDE

**LEVEL I** – THE HANDLER MY FETCH THE 10 SHEEP TO THE OPENING OF THE HORSESHOE AND THRU THE HORSESHOE. THE HANDLER MAY NOT ENTER THE OBSTACLE.

1. **PANELS** – 20 POINTS ALL LEVELS

**LEVEL III** – AFTER THE BUTT OF THE LAST SHEEP EXITS THE HORSESHOE THE HANDLER MAY LEAVE THEIR POSITION AND HEAD TO THE REPEN GATE. THE HANDLER MUST DRIVE THE 10 SHEEP THRU THE PANELS.

**LEVEL II** – AFTER THE BUTT OF THE LAST SHEEP HAS ENTERED THE HORSESHOE THE HANDLER MAY LEAVE AND WALK HALF WAY TO THE PANELS AND THEN MUST DRIVE THE 10 SHEEP THRU THE PANELS. WHEN THE LAST SHEEP BUTT HAS CLEARED THE PANELS THE HANDLER MAY GO TO THE REPEN GATE.

**LEVEL I** – THE HANDLER MAY FETCH OR DRIVE THE 10 SHEEP TO THE PANELS BUT MAY NOT WALK THRU THE PANELS.

1. **REPEN** – 10 POINTS ALL LEVELS

**LEVEL III, LEVEL II AND LEVEL I** – ALL LEVELS WILL REPEN THE 10 SHEEP IN THE 5 ACRE PASTURE.