

NGABHDA

AHBA RANCH DOG TRIAL

WOODS END FARM

March 13 & 14, 2010

5 head of sheep

Emphasis on the course will be for smooth, calm practical work. Stock should be moved in a steady, quiet manner. Handler and dog may take any position deemed appropriate (except where otherwise described in these directions) for the chore including either dog, handler or dog and handler combination to remove sheep from pens.

TIME: HRD I and II is 15 min., HRD III is 20 min. Time starts with the opening of the take pen and ends with the closing of the exhaust pen. There will be 3 cones designating the three levels for the handlers to stand for the outrun/lift/fetch portion of the course.

Obstacles 1-5 levels I, II & III; obstacle 6 (shed) level III only.

Tie Breakers: 1) Best score on Pen # 2; 2) Best score on Take Pen; 3) Best time

Handler/dog will enter arena thru north gate. Go directly to the take pen gate, with the opening of the gate the time and course begins.

1) Take pen (20 points)

Open take pen gate, any combination of dog and or handler will enter the pen and exhaust all 5 head of sheep into the arena, close the pen gate. All head of sheep will then move (fetch, drive or combination) to the number 4 on the east fence, thru the panels and directly to the number 5 on the west fence then along the fence to the 1st pen.

2) #1 pen (20 points)

This pen is against the west fence with gate opening to the north. Pen all 5 head of sheep. Once the pen gate is closed, handler/dog will then remove sheep. The handler will then call the dog off and allowing the sheep to go back to the exhaust pen area. Handler and dog will then go to the designated cone per level (with closest to sheep being for level I, then II and III). See illustration.

3) Outrun/lift/fetch /pen # 2 (20 points)

Dog is set at the cone on the side of the selected outrun command (crossovers will have deductions). Dog is sent on the outrun and will lift and fetch to the handler who will remain at their designated cone until sheep arrive. Level I & II: once sheep are at the cone, the handler may then fetch or drive to pen # 2 on the east side of the arena; Level III: from the cone the dog must drive to pen # 2, once the sheep are in the pen area the handler (level III only) then leaves and goes to the pen. All 5 head of sheep are then penned. Close pen gate.

4) Exit Pen (10 points)

All 5 sheep are then exhausted from the south end of Pen #2 and fetch/drive to the corner gate where the sheep will then exit into the HRD field closing arena gate.

5) HRD obstacle (20 points)

All 5 head of sheep are then taken (fetch/drive or combination of) to the left of 2 cones and take a clockwise turn around the first (in between the 2 cones). Levels I and II will then exhaust sheep into the alley. Run is over.

6) Level III ONLY Shed 2 sheep (10 points)

Once around the cone, handler will take sheep to shedding ring and split off 2 of the 5 sheep. Judge will tell the handler "that's a shed". No hold required. Handler/dog will then allow sheep to re-unite and exhaust sheep as in #5 into the alley. Run is over.