

Trial Morning Chores: Saturday May 14, 2016

Step 1: You and your dog start your morning by taking 5 goats from their barn pen into the aisle and then out the barn door to the alley pen and close the barn door behind you. 5pts-pen

Step 2: Suddenly you realize that the ducks got out overnight and you need to put them into their pen before moving the goats thru the poultry paddock, so you leave the goats in the alley. Before leaving the alley pen though, you take advantage of the time to put collars on three of the goats that you remember the neighbor (judge) may be interested in buying. 5pts-collars on/specific task

Step 3: You and your dog leave the goats in the alley pen and enter the poultry paddock to put the ducks away so they do not get injured by the goats. Fortunately the geese stayed in their pen so that you don't have to deal with them, other than the noise. The 5 ducks are gathered and put into their pen. 7.5pts-pen

Step 4: You then opt to show the three goats to the neighbor (judge) by gate sorting just the three from the alley pen. 25 pts – gate sort

Step 5: You and your dog move the goats to the viewing spot where the neighbor (judge) can see them for a moment. NOTE: Advanced handlers must position the three goats in the designated area without leaving the hula hoop once the gate sort has been completed. Open handlers may settle the goats along the fence by moving anywhere to accomplish this task. 10pts-hold/specific task

Step 6: Once the neighbor (judge) acknowledges the hold in the viewing area, you return the three goats to the alley pen because you remember that someone is coming to pick up the ducks to go to the trial and it will be easier for everyone if they are crated rather than just in their pen. 5pts-pen

Step 7: You and your dog now move the ducks from their poultry paddock pen to the chute area. 7.5pts - pen.

Step 8: Once the ducks are in the chute area, they are pushed into it and loaded into the crate after the handler opens the crate door. 20 pts- Chute Note: Advanced handlers cannot go closer to the chute than the designated line once the crate door is opened. When the ducks are in the crate, the handler can step over the line to close the crate door. Open handlers can be anywhere near the chute. **Tie Breaker**

Step 9: Once the ducks are crated, you realize that the pasture is not very good secondary to the penned sheep having grazed it the day before. You feel that you need to grain the goats before being loaded into the trailer to go to the Stockdog trial. The team then takes the 5 goats from the alley pen to the feeding station. 10pts.-specific task Note: Advanced handler teams must keep the goats beyond the station panels until the scoop of grain is in the dish and the handler has stepped away. Open handlers do not need to keep the goats out.

Step 10: While the goats are eating, you and your dog open the poultry paddock gates to the pasture and head to where the sheep are penned. You then send the dog to gather the goats. 20 pts.-Gather NOTE: Advanced handlers must have a hand on the sheep pen when the dog is sent but can then move

around. Open Handlers can position themselves anywhere between the sheep pen and the cone prior to sending their dog, and then they are able to move freely.

Step 11: When the goats are gathered, they are taken to the back of the trailer, but prior to loading them, the 3 collars need to be removed and left in the bucket since they may be a distraction for some dogs at the trial. 15pts-Trailer load/specific task

Time Allowances:

Advanced Teams will have 12 minutes on the course with a 3 minute warning.

Open Teams will have 15 minutes on the course with a 3 minute warning.

Goat groups will be randomly sorted throughout the day.

Duck groups will be consistent.

A pen of geese will be in the Poultry paddock as a distraction for all runs.

A pen of sheep will be in the livestock pasture as a distraction for all runs.

The duck crate will be closed at the end of the chute and handlers will need to open it.

Tie Breaker task is Step 8, the duck chute.