“Cut and Dry Duck Trial”: Saturday May 13, 2023

Step 1: Remove the 5 ducks from Pen #4 and close the gate. 5pts (pen work)

Step 2: Move the 5 ducks to the pool and thru it. All 5 ducks must pass thru the water. 10 pts (specific)

Step 3: Move the 5 ducks into Pen #2 and close the gate. 5 pts (pen work)

Step 4: Gather the next set of ducks by opening the paddock gates and taking the dog to the designated cone. When ready, the handler should signal the basket holder to lift the basket and release the ducks at which time the handler can send the dog to bring the ducks into the paddock and load them into Pen #1. 20pts (Gather)

\*Advanced handlers must stay at the cone when sending the dog, but can move once the dog has left. The Open handlers can position themselves anywhere between the cone and halfway to the basket of ducks prior to sending the dog, but the dog starts from the cone.

Step 5: Move the 5 ducks from Pen #2 into the chute and close the gate of pen #2. 10 pts (specific)

 \*Note: The chute opening cannot be closed by anyone.

Step 6: Open the crate once all 5 ducks are in the chute and load them into the crate. 20 pts (Chute)

Step 7: Place the dog in a stay near the cone and then move the crate of ducks to the paddock gates for the duck wranglers to take out immediately. 10 pts (specific)

Step 8: Remove the 5 ducks from Pen #1 into the paddock. 5 pts (pen)

Step 9: Move these 5 ducks to the hula hoop hold area and hold at least 3 in the hoop to the judge’s approval. 5 pts (specific)

Step 10: Move the 5 ducks to the opening of Pen#3 and gate sort the 3 marked ducks into pen #3, then add the remaining 2 ducks. 25pts (gate sort)

Step 11: Remove the 5 ducks from Pen #3 and close the gate. 5pts (pen)

Step 12: Drive or Fetch the 5 ducks to Pen #4. 5 pts (specific)

Step 13: Open Pen #4 and load the 5 ducks into it and close the gate so they are ready for the next handler. 5 pts (pen work)

Advanced Teams will have 14 minutes on the course with a 3 minute warning.

Open Teams will have 17 minutes on the course with a 3 minute warning.

Tie Breaker #1: Step 4 Gather -20pts Tie Breaker #2: Step#2 Pool-10pts

Distractions will be crated on the course ie: rabbit, rooster, Pot-Bellied Pig , Geese