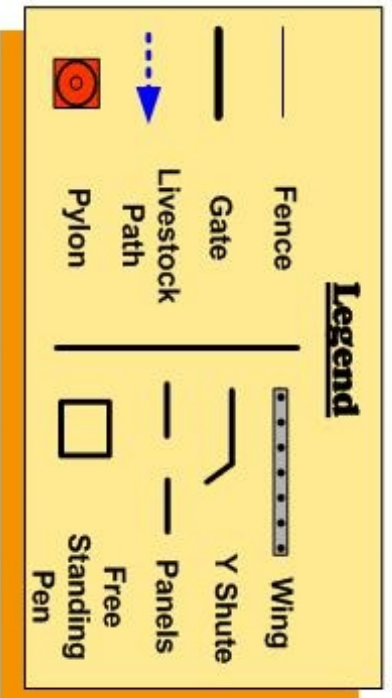


Cattle Arena
100' x 200'

Sheep Arena
100' x 200'

**Pending
Judge's
Approval**



Take Pen
1

Sheep Pens

Re-Pen
9

Pasture
200' x 200'

6a, 6b

6a = Level 1 & 2
No sort.

6b = Level 3
Shed two sheep into an empty pen, & collect two new sheep. 5 sheep total.

Bridge



8
Controlled
Fetch/Drive to
Re-pen

Set Out -
Hay

Leave all sheep on hay. Take dog to handler's post for gather.

Level 3: Dog and Handler are at the post. Send dog from the post.

Level 2: Dog is set at the post. Handler stands at 1/2 way point to send the dog.

Level 1: Dog is set at the 1/2 way point. Handler may stand half way between dog and sheep to send the dog.

7
Gather to the
Handler's Post

Handler's
Post

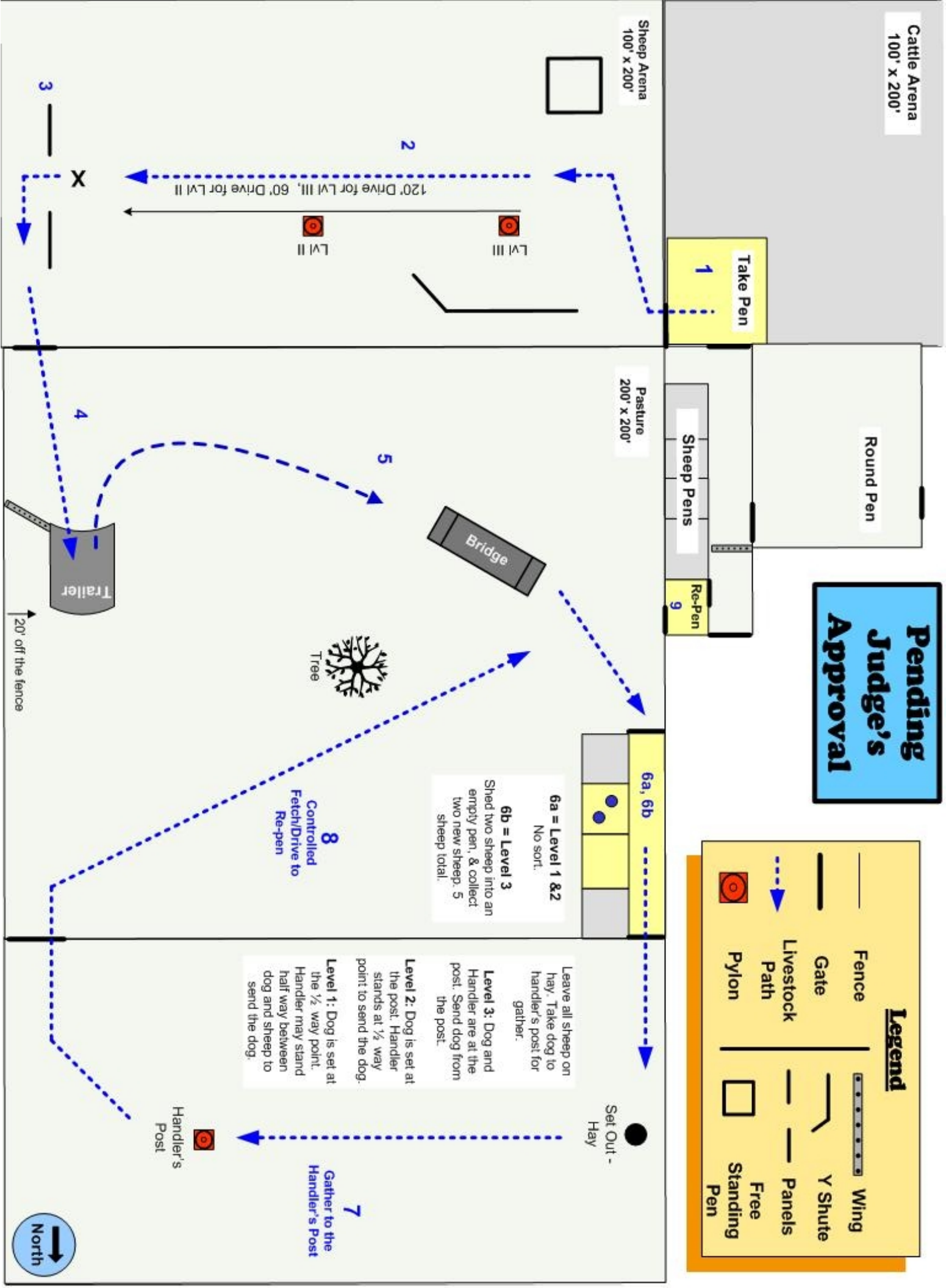
120' Drive for Lvl III, 60' Drive for Lvl II

Lvl II

Lvl III

3

20' off the fence



SWEETWATER RANCH COURSE – March 2011

Pasture Dimensions = 200' x 200'

2 Sheep Arenas Dimensions = 100' x 200'

Take Pen Dimensions = ??

Set Out: Five head of sheep are set into a take pen for a controlled gather.

Time Limit = 20 minutes

1. Take Pen/Controlled Gather: Sheep are set in the take pen. HRD III sets the dog at the gate. The handler must remain at the gate to send the dog. HRD II sets the dog at the gate, but the handler enter the take pen and go as far as the center of the pen before sending the dog. HRD I handler and dog both may go anywhere inside the take pen before sending the dog. Time starts when the dog is sent.

2. Drive/Wear: All levels fetch/drive their stock and to the pylon located in the west portion of the arena. HRD III must drive the stock 120' from that pylon east, towards Obstacle 1 (Panels). HRD II may fetch from the take pen to the second pylon (or indicator ribbon), located closer to the panels. HRD II must drive the stock 60' from that point east, towards Obstacle 1 (Panels). HRD I may fetch the entire 120' towards Obstacle 1 (Panels). The drive ends 10' in front of the panels for all levels.

3. Obstacle 1 – Panels: All levels fetch/drive their stock between the center panels at the east end of the arena. The dog may follow the stock through the obstacle; the handler should not go through the obstacle.

All levels enter the pasture through the northeast gate of the arena.

4. Trailer: All levels fetch/drive their stock into the trailer. The handler should not enter the trailer to fetch the stock inside. The door of the trailer must be shut and re-opened before sending the dog to gather the stock. HRD I may enter the trailer to assist the dog in removing the stock.

5. Obstacle 2 – Bridge: All levels fetch/drive their stock across the bridge. The handler should cross the bridge with the stock. It is optional, but recommended that the dog cross the bridge.

6a. Alleyway to the Pasture: HRD I and HRD II fetch/drive their stock through the alleyway from the pasture into to the JHD arena.

6b. Sort / Shed: HRD III enters the alleyway and shed two sheep into an empty pen. The handler and dog collect two new sheep from an adjacent pen, the fetch/drive their stock (5 sheep total) into to the JHD arena.

7. Outrun/Lift/Fetch: All levels set the stock on the hay. HRD III takes their dog to the handler's post. The handler sends the dog for the fetch from the handler's post. HRD II takes their dog to the handler's post. The handler may go to the half way point between the handler's post and stock before sending the dog. HRD I takes their dog half way between the handler's post and the stock. The handler may stand half way between the dog and stock before sending the dog.

All levels exit the JHD Arena through the northeast gate.

8. Controlled Fetch/Drive to the Repen: All levels should fetch/drive their stock to the re-pen in as an efficient and controlled manner as possible.

9. Re-pen: All levels re-pen their stock. Time stops when the re-pen gate is closed.