

## Sheep Farm Trial AM Description

1. Start at cone in sheep arena for gather. Sheep set out with dog. Open handler can use open handler line. Advanced handler will use advanced line for gather to pen 7. **20 POINTS**
2. Gate sort 3 marked sheep into race chute pen. Open can sort 3 and then add the 2 back and take all 5 to race and run down chute and check for problems then back to pen 7. Advanced must sort 3 marked and move them to the race and hold in the chute then return to pen 7 and get the remaining 2 and move them into the race and then the chute. Then run all 5 together down the chute, check for problems and then return them to pen 7.  
**SORT WORK 25 POINTS;    CHUTE WORK 20 POINTS**
3. Move sheep from pen 7 to pen 8 then move from pen 8 to pen 9. **10 POINTS**
4. Move sheep from pen 9 to big alley and down to trailer load. Load and close gate then open and move down big alley and into pen 6. **20 POINTS**
5. Move sheep from pen 6 to pen 5; then move them from pen 5 to pen 4; then move them from pen 4 to pen 3. **15 POINTS**
6. Remove sheep from pen 3 and drive them to the hold point. Open can parallel drive advanced must drive to hold. After hold is signaled then move sheep into pen 2 to join used flock. Time stops when gate is closed. **20 POINTS**

Total 130 points

- Time limit 15 minutes. 5 minute and 3 minute alerts
- Set out dog will be used
- Run order day of show