

## Sheep farm trial PM 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 8. **20 POINTS**
2. Move sheep from pen 8 to pen 9. **5 POINTS**
3. Move 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**
4. Gate sort 3 marked sheep into race chute pen. Open can sort 3 and then add the 2 back and take all 5 to the race and run down chute and check for problems then put them back in pen 7. Advanced must sort 3 marked and move them to race and hold in chute then go back to pen 6 and get the remaining 2 and move them into the race and then join the first three in the chute. Next run all 5 together down chute to check for problems and empty to pen 7.  
**SORT WORK 25 POINTS                CHUTE WORK 20 POINTS**
5. Move sheep from pen 7 to pen 8 then move to pen 9 and down big alley to pen 6. **10 POINTS**
6. 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. **10 POINTS**
7. Move the sheep from pen 3 into alley and drive to hold point. Open can parallel drive advanced must drive to hold. After hold is signaled then move sheep into pen 2 and return sheep to used flock. Time stops **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