

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 race and hold in chute then return to pen 7 and get the remaining 2 and move into race and chute then run 5 together down chute and check for problems and return back 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 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 from pen 6 to pen 5 then move from pen 5 to pen 4 then move from pen 4 to pen 3. **15 POINTS**
6. Move from pen 3 and drive to hold. Open can parallel drive advanced must drive to hold. After hold is signaled then move sheep into pen 2 returning sheep to used flock. Time stops when gate A is closed. **20 POINTS**

Total 130 points

- Time limit 15 minutes. Alerts when 5 minutes are left and again when three minutes remain.
- Set out dog will be used
- Ties are broken by scores on tasks 1 & 6 (gather and drive/hold.)
- Run order day of show