

# FARMTRIAL JUNE 25<sup>TH</sup> – JUDGE JOAN CARRILLO

## COURSE SHEEP

5 head of sheep are set in a holding pen. Gates are closed.

### **Penwork 1** (5 points)

Take the sheep out of the holding pen to the take pen through gate “E”.

Advanced dogs should work as much independent as they can  
Ends when sheep are in the take pen and gate “E” is closed and when the gates to the holding pen are closed.

### **Penwork 2** (5 points)

Take the sheep from the take pen through gate “E” into the alleyway.

Ends when the sheep are in the alleyway and gate “E” is closed.

### **Penwork 3** (5 points)

Take the sheep through the alleyway through gate “K” to the pen at the end of the alleyway, next to the corner of the field and the ditch.

### **Penwork 4** (5 points)

Take the sheep out of the pen through gate “L” into the arena. Once the sheep are in the arena and you have closed the gate you need to settle them in the corner of the field.

### **Specific task 1** (20 points)

Take the sheep 15 m up in the arena, and also 15 m wide. Settle the sheep here.  
There will be a cone placed.

Advanced handlers all sheep should stand still before judge calls it.

Open handlers at least two head of sheep should stand still before the judge will call it.

After the judges has called it, bring the sheep back to the re-pen gate.

Ends when the sheep are at the re-pen gate. Take your dog to the top of the arena.

### **Gather** (20 points)

Pole is set at 150 ft.

Open handlers can move ½ way before sending the dog. There is a cone here.

Advanced handlers must remain at the pole.

Ends when the sheep are near the pole.

**Chute work (20 points)** chute in the middle of the arena

Take the sheep after the gather to the top of the chute. Push the sheep through the chute.

Preferred is that the handler doesn't go through the chute, but the handler is allowed if it is necessary.

Ends when sheep are through the chute.

**Specific task 2 (20 points)**

Drive the sheep from the end of the chute to the right side of the corner, around the cone, then to the corner where you enter the arena. Ends here.

Advanced handlers have to stand at the end of the chute while going around the cone, once the sheep have passed cone the handler can walk behind the dog.

Open handlers can move with the dog but a drive is scored higher than a fetch.

**Sorting (25 points)**

Sort 3 head into the take pen. The sort is at gate "C"

Open any 3 animals of which 1 is marked.

Advanced 3 marked.

After the sort, let the 2 remaining join the 3 in the take pen. Close gate "C" before letting the 2 join the 3.

**Penwork 5 (5 Points)**

Take the sheep from the take pen and push them through gate "E" back to their holding pen. Be aware that the holding pen is closed.

Close the gate of the holding pen.

Time ends when all gates are closed. Handler and dog can be in the alleyway.

Time allowed 21 minutes.

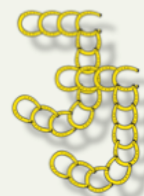
Warning at 10 minutes and 3 minute warning.

Tie breaker:

- Points on the sort
- Points on specific task 2.
- Points on the chute

Size of chute: Entrance 8ft, exit 4 ft, length = 16 ft Size of Pen 3 : 9 ft x 16 ft. Size HP = 12 x 12 ft Size SP 27 x 33 ft. Size AW : entrance 9 ft wide, exit 3 ft wide. Total length 20ft. Size of holdingpens 1 & 2 : 9 x 15 ft.

# FARMTRIAL JUNE 25TH – JUDGE JOAN CARRILLO – SHEEP



Duck  
Arena

sheep and  
cattle Arena

judge  
cabin

side  
pen

judge tower

pole

chute

cone

cone

settle

YARD

B

G

C

E

sort

alleyway

K

L

A

D

F

square  
pen

take  
pen

1

2

holdingpens

pen

kennel

stables

spectators



# FARMTRIAL JUNE 25<sup>TH</sup> – JUDGE JOAN CARRILLO

## COURSE CATTLE

5 head of cattle are set in the square pen. Gates are closed.  
The handler before you sets out the cattle, without a dog. Last handler does it for the first.

### **Penwork 1** (5 points)

Take the cattle out of the square pen to the take pen through gate “D”.

Advanced dogs should work as much independent as they can  
Ends when cattle are in the take pen and gate “D” is closed and when the gates to the square pen are closed.

### **Penwork 2** (5 points)

Take the cattle from the take pen through gate “E” into the alleyway.

Ends when the cattle are in the alleyway and gate “E” is closed.

### **Penwork 3** (5 points)

Take the cattle through the alleyway through gate “K” to the pen at the end of the alleyway, next to the corner of the field and the ditch. Gate “K” is open for safety of handler and dog. Close gate “K” once the cattle are in the pen.

### **Penwork 4** (5 points)

Take the cattle out of the pen through gate “L” into the arena. Once the cattle are in the arena and you have closed the gate you need to settle them in the corner of the field.

### **Specific task 1** (20 points)

Get some food out of the bucket on the fence. Take the cattle 15 m up in the arena, and also 15 m wide. Feed the cattle here.

Advanced handlers all cattle should eat still before judge calls it.

Open handlers at least two head of cattle should stand eat before the judge will call it.

After the judges have called it, take your dog to the top of the arena.

### **Gather** (20 points)

Pole is set at 150 ft.

Open handlers can move ½ way before sending the dog. There is a cone here.

Advanced handlers must remain at the pole.

Ends when the cattle are near the pole.

### **Chute work** (20 points) (chute in the middle of the arena)

Take the cattle after the gather to the top of the chute. Push the cattle through the chute.

Preferred is that the handler doesn't go through the chute, but the handler is allowed if it is necessary.

Ends when cattle are through the chute.

**Specific task 2 (20 points)**

Drive the cattle from the end of the chute to the feeding tub, go around it, then to the lower left corner where you enter the arena. After the cone the cattle can move along the back fence line. Ends when the cattle are in the corner.

Advanced handlers have to stand at the end of the chute while going around the cone, once the cattle have passed the feeding tub the handler can walk.

Open handlers can move with the dog but a drive is scored higher than a fetch.

**Sorting (25 points)**

Sort 3 head into the take pen. The sort is at gate "C"

Open any 3 animals of which 1 is marked.

Advanced 3 marked.

After the sort, let the 2 remaining join the 3 in the take pen. Close gate "C" before letting the 2 join the 3.

**Penwork 5 (5 Points)**

Take the cattle from the take pen and push them through gate "E" back to their holding pen.

Close the gate of the holding pen. Be aware that the holding pen is closed. Time ends when all gates are closed. Handler and dog can be in the alleyway.

Time allowed 21 minutes.

Warning at 10 minutes and 3 minute warning.

Tie breaker:

- Points on the sort
- Points on specific task 2.
- Points on the chute

Size of chute: Entrance 8ft, exit 4 ft, length = 16 ft Size of Pen 3 : 9 ft x 16 ft. Size HP = 12 x 12 ft Size SP 27 x 33 ft. Size AW : entrance 9 ft wide, exit 3 ft wide. Total length 20ft. Size of holdingpens 1 & 2 : 9 x 15 ft.

# FARMTRIAL JUNE 25TH – JUDGE JOAN CARRILLO – CATTLE



Duck  
Arena

Sheep and  
Cattle Arena

judge  
cabin

side  
pen

judge tower

chute

cone

cone  
feed

YARD

square  
pen

take  
pen

holdingpens

kennel

stables

spectators



# FARMTRIAL JUNE 25<sup>TH</sup> – JUDGE JOAN CARRILLO

## COURSE DUCKS

Handler note : Emphasis will be placed on calm, efficient, gentle stock handling.

Open class: Handler may assist dog with any tasks as needed

Advanced class: The majority of each task should be completed with minimal handler assistance.

5 ducks are set in the take pen. The handler before you sets out the ducks without dog. Last handler does it for the first run.

### **Penwork 1** (3 points)

Send the dog into the take pen to collect the ducks and take them out into the arena.

Settle the ducks near the take pen gates. Use gate “2”.

Advanced handlers preferred to have the dog go in alone without help.

Open handlers could go into the pen with the dog.

### **Sorting** (25 points)

Sort 3 ducks into the pen next to the take pen. Use gate “5”.

Advanced 3 marked ducks Leave 2 remaining head in the arena.

Open any 3 ducks

After the sort, let the 2 ducks join the 3 in the pen. You need to close gate “5” in between.

### **Penwork 2** (3 points)

Take all ducks out of the pen. Use gate “5”.

### **Penwork 3** (10 points)

Take the ducks from the take pen gates to the pen in the lower left corner. Pen the ducks. Let the ducks come out the pen and bring them back to the take pen gates.

Ends when the ducks are near the take pen gates.

Take your dog with you to the top of the arena.

### **Gather** (20 points)

Pole is set at 75 ft.

Open handlers can move ½ way before sending the dog.

Advanced handlers must remain at the pole.

Ends when the ducks are near the pole.

### **Chute work** (20 points) Left side of the field

Take the ducks to the top of the arena to the chute at the left side of the arena. Put them through. Task end when the ducks are through the chute.

Advanced handlers the chute is closed at the end.

Open handlers the chute is open at the end.

**Specific task 1 (20 points)**

Take the ducks from the end of the chute to gate "1" and bring them through. Ends when the ducks are in the front field where the judges tent it.

Advanced handles should drive the ducks to the gate "1". The handlers stays at the bottom of the chute till the ducks have reached the gate.

Open handlers can choose if they drive or fetch.

**Specific task 2 (20 points)**

Once the ducks are in the front field take them around the benches at the lower right side and then push them through gate "8". Ends when the ducks are in the chicks pond pen and gate "8" is closed.

**Penwork 4 (9 points)**

Take the ducks through gate "6" in to the alleyway. Ends when ducks are in the alleyway.

Time ends when dog and handler are in the chicks pond pen and all the gates are closed.

Time for ducks 15 minutes 3 minute warning time at 12 minutes.

Ties will be broken by :

- Score on sorting work.
- Score on Specific task 2.
- Score on chutework.

Exit of chute 2 ft , length (not counting the wings) 8ft Entrance 6 ft Gate to pen B = 3ft.



# FARMTRIAL JUNE 25TH – JUDGE JOAN CARRILLO – DUCKS

