

FARMTRIAL JUNE 26TH – JUDGE ANNEKE DE JONG

COURSE SHEEP

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

Penwork 1 (8 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.

Penwork 2 (7 points)

Take the sheep from the take-pen through gate “D” to the square pen.

Ends when the sheep are in the square pen and gate “D” is closed.

Specific task 1 (20 points)

Take sheep out into arena through gates “G”.

Take some food out of the bucket and feed the sheep out of the tub set in the arena.

Advanced handlers all sheep should eat before judge calls it.

Open handlers at least two head of sheep should eat 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 the dog with you to the top of the arena.

Gather (20 points)

Pole is set at 150 ft.

Open handlers can move 1/2 way before sending the dog. This is the top of the chute.

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 and at the re-pen gate.

Specific task 2 (20 points).

Take the sheep from the re-pen gate up counter clock wise half way to the arena, the when you hit the advanced handlers line, make a cross drive to the left side of the arena to the judges tower. Crossdrive goes passed the top of the chute. Ends when the sheep are at the judges tower.

Advanced handlers should drive the sheep to the left side of the arena, the handler can walk behind the dog.

Open handlers can fetch the whole way.

Penwork 3 (5 points)

Bring the sheep from the judges tower to gate "G". Put the sheep on the square pen. Ends when gate "G" is closed.

Sorting (25 points)

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

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 "D" before letting the 2 join the 3.

Penwork 4 (5 Points)

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

The holding pen is open.

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.

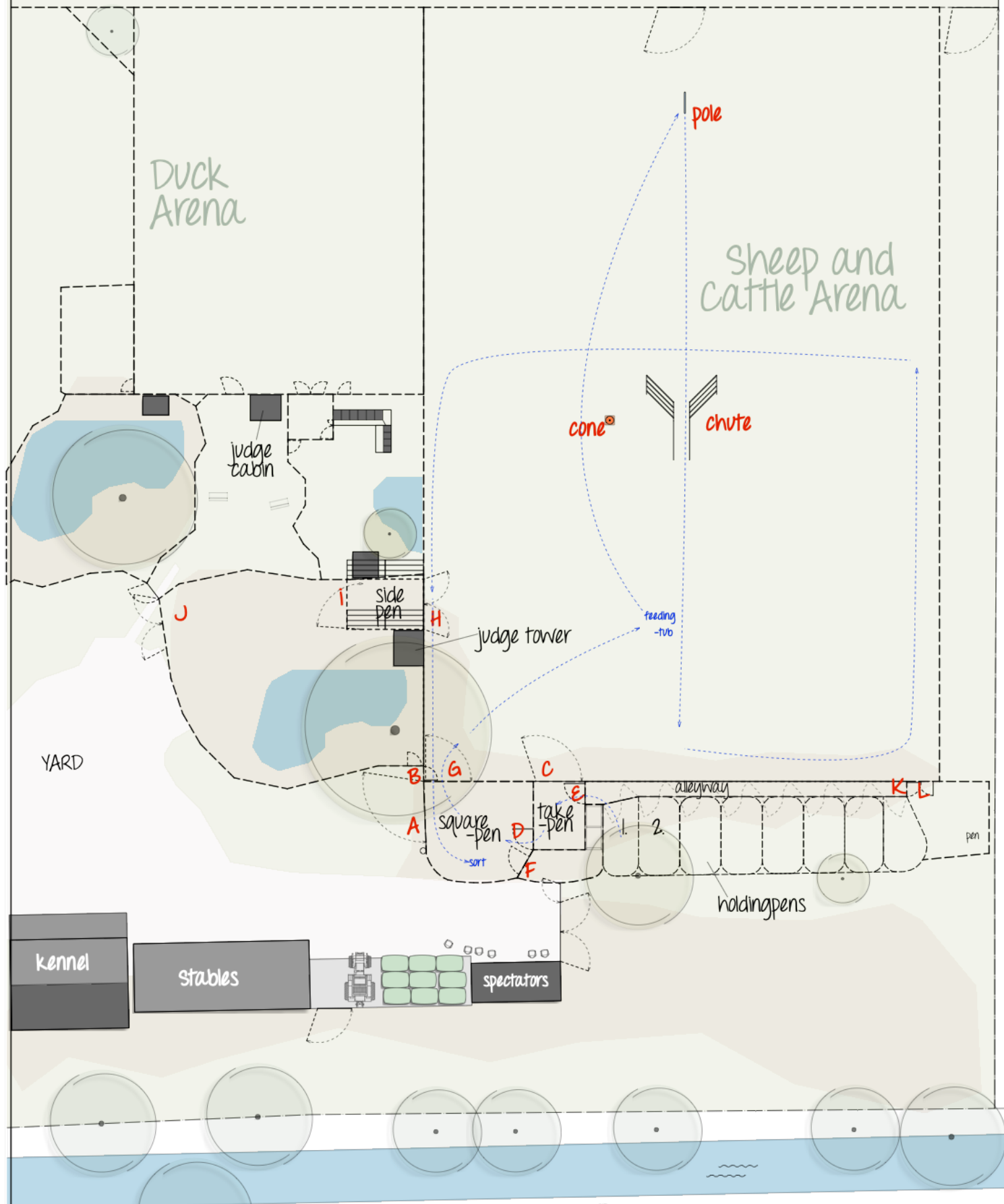
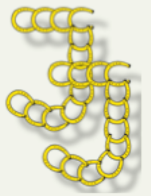
Warning at 10 minutes and 3 minute warning.

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 26TH – JUDGE ANNEKE DE JONG – SHEEP



FARMTRIAL JUNE 26TH – JUDGE ANNEKE DE JONG

COURSE CATTLE

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

Penwork 1 (5 points)

Take cows from the square pen to the take pen through gate “D”. Ends when gate “D” is closed and the cows is in the take pen.

Penwork 2 (5 points)

Take the cows out into arena through gates “C”. Close the gate once the cows are on the arena and settled on the back fence.

Specific task 1 (20 points)

Take some cow food and feed the cows in the feeding tray.

Take dog with you when cattle are eating to the pole at the top.

Advanced handlers can only move to top when all cows are eating. Judge will call okay.

Open handlers can move to top when the first cow starts to eat.

Ends when the handler is with the dog at the top of the arena at the pole.

Gather (20 points)

Pole is set at 150 ft.

Open handlers can move ½ way before sending the dog.

Advanced handlers must remain at the pole.

Ends when the cows are near the pole.

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

Take the cows after the gather to the top of the chute. Push the cows 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 cows are through the chute.

Specific task 2 (20 points)

After the chute take the cows with you to the re-pen gate. From here you will bring them around the feeding tub in the lower right corner, then loop around the feeding tub and drive the cows to the lower left corner of the arena. Ends when the cows are settled in the corner.

Advanced handlers should drive as much as possible,

Penwork 3 (10 points)

Once the cows are at the left side of the arena, open gates "H" and put the cows in the side pen. Close the gates, then open them again and take the cows out. Ends when gates "H" are closed and the cows are on the arena.

Penwork 4 (5 points)

Open gate "G" and let the cows go into the square pen.
Ends when cows are in square pen and gate "G" is closed.

Sorting (25 points)

Sort 3 cows to the take pen. The sort is at gate "D"

Advanced handlers 3 marked cows.

Open handlers 1 marked cow, 2 unmarked cows.

Once the 3 correct cows are in the take pen close the gate in between and let the 2 remaining join the 3.

Time ends when the cows are in the take pen and all the gates are closed.

Once you are done, leave your dog in the arena or take it with you on leash and bring the cows to their holding pen, set out the next group for the next competitor.

Time allowed 21 minutes.

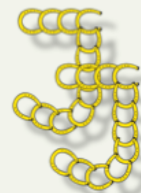
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Tie breaker:

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FARMTRIAL JUNE 26TH – JUDGE ANNEKE DE JONG – CATTLE



Duck
Arena

sheep and
cattle Arena

judge
cabin

cone

chute

side
pen

judge tower

feeding
-trub

YARD

kennel

stables

spectators

square
-pen

take
-pen

alleyway

holdingpens



JJ RANCH
HOORNSTERZWAAG
THE NETHERLANDS

FARMTRIAL JUNE 26TH – JUDGE ANNEKE DE JONG

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 (5 points)

Take the ducks out of the take pen. Use gate "2".

Ends when ducks and dog are in the arena and gate "2" is closed.

Specific task 1 (20 points)

Take the ducks to the side field, use gate "4". Close the gate once the ducks are in the side field. At the top of the field will be a pen in the top left corner.

Advanced handlers should drive the ducks to the pen.

Open handlers can bring the ducks up how they want.

Once the ducks are near the pen the task ends.

Penwork 2 (8 points)

Pen the ducks in the pen. After all the ducks are penned, close the gate. Then open the gate and release the ducks. Ends when the ducks are out of the pen and the gate is closed.

Specific task 2 (20 points)

Take the ducks from the side field to gate "4". Bring the ducks back out to the arena.

Close gate "4" once the ducks and dog are through.

In the arena, settle the ducks 5m from the back fence.

For the advanced handlers all ducks should stand still. The judge will call.

Ends when the judge has called it.

Take your dog with you to the top of the arena, where the pole is set.

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.

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 3 (7 points)

Take all ducks out of the pen. Use gate "5". Ends when the ducks are on the arena and gate "5" is closed.

Penwork 4 (5 points)

Re-pen ducks in the take pen, use gate "2". Then move them in the alleyway and shut the gate to the alleyway.

Time ends when dog and handler are in the arena and the alleyway and take pen 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.

Size side field 10 x 8 m

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