

# HRD Saturday & Sunday

**Time - 20 minutes. Stock- 10 sheep/3goats**

1. Gather- Sheep set out for gather in Arena B
  - Level III – At advanced handler post
  - Level II – dog at cone and handler ½ way to stock
  - Level I – dog 1/2 way to stock and handler within 15 ft
2. Sort- Take stock to free standing pen to sort off 3 goats.
  - Level III – Three goats
  - Level II – Any three at least one goat
  - Level I – Any three (goats or sheep)
3. All levels take 10 sheep to arena A through pens on the way.
4. Hold once in big arena A.
5. Drive to footbath. (Drive stops 10 feet from footbath)
  - Level III - drive from advanced handler's line (120 ft.)
  - Level II – fetch or drive to intermediate handler's line and then drive to footbath (60 ft)
  - Level I – drive or fetch to footbath
6. Footbath
  - Level III – Stand at entrance to footbath while dog puts sheep through
  - Level II – handler may move to corner of first panel until sheep exit
  - Level I – handler may fetch along side of footbath
7. Maltese Cross
  - Declare to judge at start of run if making a turn in the cross instead of straight line across to earn 5 bonus points. Regular way to work the cross is entering South and exiting North.
  - BONUS POINT: Judge will announce at handlers meeting which end to enter and which end to exit. This is worth one point if successful.
  
  - Level III – handler stay in quadrant corner of Maltese Cross
  - Level II – handler may move along sides of quadrant corner of cross
  - Level I – handler may be anywhere but not insides of cross
8. Pen - sheep in pen at north end of arena A. Handler and dog retrieve goats from pen in arena B and brings them to arena B. Handler then gathers all stock and exits pen.
9. Bridge – cross bridge to pasture area. Handler may drive or fetch stock across the bridge.
10. Level II & III: Horse trailer – load all stock into horse trailer. Off course area marked. Run ends when trailer door closes.
  - Level I – Sheep are exhausted into field, run ends. (no horse trailer)

### Points for Obstacles

	Level I	Levels II & III
1. Gather	5	5
2. Sort (pen arena B)	10	15
3. Pen work (into Arena A)	10	10
4. Hold	5	5
5. Drive	10	10
6. Footbath	10	10
7. Maltese Cross * 5 Bonus points	20	20
8. Pen (arena A– retrieve 3 arena B)	10	10
9. Bridge	5	5
10. Horse trailer/Exhaust	5	10
<b>TOTAL</b>	<b>90</b>	<b>100</b>