

Stockdog Rulebook Guidelines

This document is a compilation of guidelines that were interspersed in the Stockdog rulebook.

5.2. Promptness

GUIDELINE: It is up to the contestant to make sure the judge has his correct armband number and division in which he is trialing before he starts the run.

6.1.2 Non-regular classes

GUIDELINE: The ideal herding dog is one that can handle the stock in the best and most efficient way for that particular stock while working in harmony with the handler. To minimize stress and weight loss, the best pace for stock is a walk or jog; therefore, the ideal dog will adjust his pace to the stock and not push them unduly. It is understood that sometimes stock will run upon finding themselves loose in an arena with a dog. The dog must then work to establish control to get and keep the stock bunched. When control is established, the dog should back off and give the stock a chance to slow their pace. Dogs that charge, chase, stampede, and continually split the stock are to be excused. The ideal dog is alert to every move of the stock but is responsive to the handler's commands. He should display a natural concern for keeping the stock together and, therefore, will remain in contact with the stock at all times. Being in contact with the stock does not necessarily mean gripping. The dog will show a calm self-confidence, and the ability to employ an appropriate amount of force for each situation, such as gripping heads or heels, when necessary.

Cattle: The ideal cattle dog works closer to the cattle using wear, correct positioning, power, and grip to keep them grouped and moving. More power (not to be mistaken for unnecessary gripping) is usually needed to move or stop cattle. Cattle should not be run through the course, but neither should they be allowed to drift at their leisure by a dog out of contact due to lack of power.

Sheep: The ideal sheep dog should work sheep cautiously and with as little physical contact as is necessary. The degree of lightness of the sheep will determine how far off the dog should be working. The lighter the sheep, the further off the dog should be, the stickier the sheep, the closer the dog will have to work. With sticky sheep, a grip on the heels may be necessary. If a dog encounters fighting sheep, which do not yield when the dog stands his ground, then a head grip may be justified. In most cases body biting or wool pulling are unnecessary and can result in time being called on the contestant.

Ducks: The ideal duck dog works well back off the ducks and moves them slowly and smoothly. Gripping, running over, or pouncing on ducks is unnecessary and is grounds for excusal. Nudging a duck with the nose is acceptable in a case where the duck refuses to move for the dog.

6.2.1 Divisions

GUIDELINE: Below are general guidelines of what is expected of Started, Open, Advanced,

Post Advanced, Novice and Junior dogs. Keep in mind that the stock will play a major role in the smoothness of the run. The more difficult the stock, the rougher the run may look.

The Started Dogs: The Started Dog has had little or no trial experience, though they should have control over their stock and be under the control of the handler. The Started dogs should have the beginning of side commands, a walk on, and a stop. This division is not intended for testing a dog's instinct. Dogs entered in this division with little or no control do great harm to themselves, the stock, and to those who have to work after them and try to gain control over stressed stock. Handler lines were added to the program to show both fetch and driving work by the dog. The Started dogs do not have a handler's line. Therefore, the started dog is allowed to work the course in whatever way is advantageous for the dog and handler. They may either drive or fetch the course (or a combination of both), with no point losses as long as the dog is in control of the stock and under control of the handler.

The Open Dogs: These dogs should be able to control and rate their stock. The commands for left, right, slow down, and stop should be solid. These dogs should have a parallel drive, the start of a drive, and a good fetch. Response to commands should be smooth, and the dog should be working at a greater distance from the handler.

The Advanced Dogs: The Advanced dogs should be able to work efficiently at any distance from the handler. The handler and dog should be exhibiting good teamwork with the dog showing proper responses to commands and the handler allowing the dog to take the initiative to think on its own. These dogs should have a cross-drive, drive, and take any necessary commands to get the job done. These dogs should be able to handle all types of stock from light to heavy with maximum control and minimum stress.

The Post Advanced Dogs: The Post Advanced dogs should be able to work efficiently at any distance from the handler without the aid of a fence line. These dogs should be able to handle all types of stock from light to heavy with maximum control and minimum stress.

The Junior Handler: This class is for juniors up through 17 years of age using any dog from an untitled dog to a Working Trial Champion (WTCH). The handler is judged on his/her ability to control the dog, course knowledge, ability to read livestock, dog and handler teamwork, and attitude. Ringside coaching is allowed, but points will be deducted.

The Novice Handler: This class is for adults over 17 years of age using any dog from an untitled dog to a Working Trial Champion (WTCH). The handler is judged on

his/her ability to control the dog, course knowledge, ability to read livestock, dog and handler teamwork, and attitude. Ringside coaching is allowed, but points will be deducted.

8.2.10 Failure to Complete the Course

GUIDELINE: Any contestant may call time on themselves at any time, and it is highly appreciated if the situation warrants it. Once a handler calls time on their run, the dog is immediately put back on leash and handler and dog should exit the arena. The Judge will assign this run a “no score” and write on the score sheet “HCT” (Handler Called Time). All contestants may re-pen at any time and receive a score.

Our different courses offer a variety of ways to begin the run: Course B has the Gather, Course A has the Take Pen, Course C, D, E, and F may use either take pen or gather. Add G and H Neither the center chute nor the free-standing pen needs to be completed in order to receive a qualifying score in any division. The center obstacle is for Open and Advanced dogs only.

Runaway Lines: Each time two or more head of stock break back over a runaway line, it is considered an attempt for the obstacle being worked. A maximum of two attempts are allowed at each obstacle no matter what course is being used. A handler may move on to the next obstacle after one legitimate attempt. Before moving on, it is advisable to inform the Judge that you are doing so. (This is a rule now so need to update) If the Judge does not believe that a “legitimate” attempt was made at the obstacle, he may immediately ask the handler to reattempt that obstacle. If the stock never goes through the obstacle, it is up to the Judge to determine if the work the dog does near an obstacle is to be counted as an attempt at that obstacle. When the Judge has determined that two attempts have been made, he will inform the handler, and the handler must then move on to the next obstacle. It may be considered an attempt when:

The dog is working, and the stock just slip by the obstacle.

The stock only makes it to the Advanced Handler line before they sneak around the dog and return to the re-pen end of the arena. If the stock have gone up the wrong side of the arena twice. Two or more head of stock crossed a "runaway line."

The Judge may also move a handler on to the next obstacle when: The handler has not moved on after two attempts. After a reasonable length of time has passed with no progress being made toward the obstacle.

Warnings: A three-minute warning before the time ends will be given for sheep and cattle and a two-minute warning before the time ends will be given for ducks. When a warning is given by the Judge or timekeeper, the handler must acknowledge that they have heard the warning by raising their hand. Judges may ask a contestant to re-pen stock rather than call time and still give a score.

Daylighting: If for some reason the stock goes into the obstacles through the exit, they must be brought clear out of the obstacle and back into the obstacle through the entrance in order to receive Course points (see illustration). This includes all the

obstacles, including the center chute. At least one head of stock must clear the entrance of the obstacle before being turned back around for Course points to count. However, only those head of stock that clear the daylight line will count for Course points.

Examples of Possible Point Losses for Ability to Control Stock:

Splitting stock

Excessive weaving of stock

Leaving one or more head of stock behind

Circling stock

Excessive running of stock

Excessive barking

Dog keeps looking at handler

Purposely driving stock to the back fence before starting the lift and fetch (on a gather)

Undue stress to stock caused by dog or handler

Losing control of stock

"Drift" - when dog is out of contact with the stock and the stock wander through the obstacle(s) despite the dog

Dog sniffing ground or eating grass, dirt, etc., and avoiding working

9.1.1 Course A

COURSE A GUIDELINE: The following guidelines were made with the ideal run of the Advanced Trial Dog in mind and with absolutely no consideration given to the degree of difficulty of the stock. Obviously, the judge will have to modify his expectations of the Started and Open dogs and take the nature of the stock into consideration.

THE START: Points Allotted: Course Points = 5, Control Points = 15

TAKE PEN: Course A has a Take Pen.

Scoring begins from when the handler opens the gate and ends when the stock successfully clears the opening of the take pen, and the take pen gate is closed.

Course points are earned for the number of head (or %) brought out the first time.

The handler may enter the take pen with the dog and earn course points. If the handler takes the stock out of the pen without the dog, course points may still be earned. Control points are earned for how the work was accomplished. Taking stock out of the take pen should be smooth and easy with the dog going to the fence line to allow the stock maximum opportunity to find the opening. The dog should have a confident approach to the stock and show an understanding of bringing the entire herd out of the pen. Control points may be lost for:

Handler taking stock out of the pen without the dog.

Handler entering the pen to assist the dog.

Dog holding the stock in the take pen.

Dog busting through the middle of the herd while they are still in the pen or as they come out of the pen.

Not bringing all the stock out of the pen at the same time.

DRIVE/FETCH THROUGH OBSTACLE 1: Points Allotted: Course Points = 5, Control Points = 20

Obstacle 1: Scoring begins at the completion of the take pen and ends when the stock exits the first obstacle or after two attempts have been made. Course A is a counterclockwise course and should have stock moving towards obstacle 1 on the right side of the center chute. Scoring begins when the take pen gate is closed and ends when at least one (1) head of stock passes through an imaginary line which is drawn from the end of the panel nearest obstacle 2, to the back fence.

Course points are earned for the number of head (or %) that complete the drive/fetch and obstacle 1. Control points are earned for how the work was accomplished but may be lost if the stock are driven/fetched down the left (wrong) side. The dog may either start the drive/fetch immediately after taking the stock from the take pen or may hold up the stock while the handler closes the gate and then start the drive/fetch. The drive/fetch should show control by the dog over the stock as the dog takes the stock directly from the pen to obstacle 1. The dog's awareness of the entire herd and its ability to control the stock when deviating from this pattern is essential. Appropriate force should be used to keep the stock moving in the proper direction.

The dog's ability to turn back animals breaking away and keep his herd together at the beginning of his run is important. The stock should go through obstacle 1 in a counterclockwise direction with minimum stress to the stock. The dog's ability to keep all the stock on the fence and moving at the entrance is important. His ability to keep the drive/fetch going at this point will prevent the stock from stopping at the corner. He should be able to turn back stock trying to go on the wrong side of the obstacle.

EXAMPLE of point losses on the drive/fetch:

Losing control after the stock come out of the pen.

Stopping the drive by turning them around and heading them back to the pen.

Out of contact with stock/drift.

The stock continues in a counterclockwise direction from obstacle 1. Scoring begins as the stock exit panel 1 and ends when at least one (1) head of stock passes through an imaginary line which is drawn from the end of the panel nearest obstacle 1, to the back fence.

CROSS-DRIVE/FETCH THROUGH OBSTACLE 2: Points Allotted: Course Points = 5, Control Points = 25

Scoring starts when the stock exit obstacle 1 (as described above), and ends when the stock

exit obstacle 2, or after two attempts have been made. Course points are earned for the number of head (or %) put through the obstacle by the dog the first time they go through, and Control points are earned for how the work was accomplished. Ideally,

the stock should go from the exit of obstacle 1 directly to obstacle 2 and through the obstacle with minimum stress to the stock. The dog's ability to make a cross-drive from obstacle 1 to obstacle 2 exhibits his ability to prevent problems from occurring when daylight is seen between the stock and the obstacle after exiting obstacle 1. This task often involves actions of turning stock back that break away down the arena. The dog should be able to control these animals without simply following them to the other end of the arena and bringing them back again. After entering obstacle 2, it is important the dog show control and obedience to allow the entire herd to progress through the exit, rather than part of them breaking back around the ends of the obstacle. The stock continues in a counterclockwise direction from obstacle 1. Scoring begins as the stock exit panel 1 and ends when at least one (1) head of stock passes through an imaginary line which is drawn from the end of the panel nearest obstacle z 1, to the back fence.

SET-UP AND WORK AT CENTER OBSTACLE: Points Allotted: Course Points = 5,
Control

Points = 30

Neither the center chute nor the free-standing pen needs to be completed in order to receive a qualifying score in any division. The center obstacle is for Open and Advanced dogs only. Scoring begins when stock exit obstacle 2 and ends when at least one (1) head of stock passes through an imaginary line which is drawn at the exit of the chute or after two attempts have been made. Course points are received for the number of head (or %) the dog put through the chute the first time through. Control points are earned for how the work was accomplished. Ideally, the stock should go from obstacle 2 directly to and through the chute. Additional control point losses may result for excessive handler assistance such as too much use of crook or pushing stock.

CONTROL TO AND RE-PEN: Points Allotted: Course Points = 5, Control Points = 10
Scoring begins after the last attempted obstacle and ends when the handler closes the re-pen gate. Once the re-pen gate is open no further points can be given on any other part of the course and the dog should move the stock as efficiently as possible to the re-pen. Course points are earned for the number of head (or %) that dog put into the re-pen.

Control points are earned for how the work was accomplished.

Ideally, the stock should go from the last attempted obstacle, center chute or free-standing pen directly to the re-pen with minimum stress on the stock. It makes sense to move the stock away from the gate before opening it.

10.1.1 Course B Arena

COURSE B GUIDELINE: The following guidelines were made with the ideal run of the Advanced Trial Dog in mind and with absolutely no consideration given to the degree of difficulty of the stock. Obviously, the judge will have to modify his expectations of the Started and Open dogs and take the nature of the stock into consideration.

THE START: Points Allotted: Course Points = 5, Control Points = 15

Course B has a Gather. GATHER: Scoring begins when the dog is released and ends when the dog moves the stock past the Advanced Handler's line. Course points are earned for the number of head (or %) completing the gather. Control points are earned for how the work was accomplished.

The gather should show the ability of the dog to put all the stock together into a controlled bunch. The dog should come around the stock as wide as necessary to keep the stock calm and quiet. If the stock is on the fence line when the dog is sent on the gather, and it is necessary to bring them off the fence, the dog should demonstrate the ability to go between the fence and the stock in a controlled manner. Once the dog has put all the stock together into a controlled bunch the handler will start the drive/fetch to the first obstacle. The stock does not need to be brought directly to the handler but may be brought in a straight line toward obstacle

1. Control points may be lost for:

Splitting stock

Excessive weaving wearing of the stock

Leaving some stock behind

Circling stock

Excessive running of stock

Excessive barking

Dog keeps looking at handler

Holding stock on the back fence

Deliberate driving of stock to the back fence before setting up the stock for the drive/fetch (shows no gather)

Handler's Position:

Started: There are no restrictions. A handler may start their gather from whatever position or distance is best for their dogs. A handler may leave their dog anywhere in the arena and reposition themselves before they send their dog. The dogs may be left on lead until the stock is settled in the arena for the gather. Once the handler feels they are ready to start the leash must come off the dog.

Open: At no time can the Open Handler cross the Open Handler's line without a 15-point loss. A handler may start their gather from whatever position or distance is best for their dog on the re-pen side of the Open Handlers Line. A handler may leave their dog anywhere (as long as the handler and dog are on the re-pen side of the Open Handlers Line) in the arena and reposition themselves before they send their dog. The dog may be left on lead until the stock is settled in the arena for the gather. Once the handler feels they are ready to start, the leash must come off the dog.

Advanced: For Course B, the handler must stand next to the free-standing pen on the re-pen

side of the Advanced Handler's Line when sending the dog on the gather. Handlers may stand on either side of the pen. On any course if the handler does cross the Handler's Line, he will lose 50% of his total score. Once the dog has been sent, the advanced handler is free to move about on the re-pen side of the Advanced Handler Line.

DRIVE/FETCH THROUGH OBSTACLE 1: Points Allotted: Course Points = 5, Control Points = 20

This is a clockwise course and should have stock moving towards obstacle 1 on the left side of the center pen. Scoring begins when the stock crosses the Advanced Handlers Line and ends when at least one (1) head of stock passes through an imaginary line which is drawn from the end of the panel nearest obstacle 1, to the back fence. Course points are earned for the number of head (or %) that complete the drive/fetch and obstacle 1. Control points are earned for how the work was accomplished but may be lost if the stock are driven/fetched down the right (wrong) side. Ideally, the dog should have control of the stock at the end of the gather and take the stock directly to obstacle 1 (see Course A Drive/Fetch description). The stock should go through obstacle 1 in a clockwise direction with minimum stress to the stock. The dog's ability to keep all the stock on the fence and moving at the entrance is important. His ability to keep the drive/fetch going at this point will prevent the stock from stopping at the corner. He should be able to turn back stock trying to go on the wrong side of the obstacle.

EXAMPLE of point losses on the drive/fetch:

Losing control after the stock come out of the pen.

Stopping the drive by turning them around and heading them back to the pen.

Out of contact with stock/drift.

The stock continues in a clockwise direction from obstacle 1. Scoring begins as the stock exit panel 1 and ends when at least one (1) head of stock passes through an imaginary line which is drawn from the end of the panel nearest obstacle 2, to the back fence. Advanced: Course points will be awarded only for the stock completing the obstacle prior to the handler crossing over the Advanced Handlers line to open the center pen's gate.

CROSS-DRIVE/FETCH THROUGH OBSTACLE 2: Points Allotted: Course Points = 5, Control Points = 25

Scoring starts when the stock exit obstacle 1 (as described above), and ends when the stock exit obstacle 2, or after two attempts have been made. Course points are earned for the number of head (or %) put through the obstacle by the dog the first time they go through, and Control points are earned for how the work was accomplished.

Ideally, the stock should go from the exit of obstacle 1 directly to obstacle 2 and through the obstacle with minimum stress to the stock. The dog's ability to make a cross-drive from obstacle 1 to obstacle 2 exhibits his ability to prevent problems from occurring when the stock has cleared the exit of obstacle 1. This task often involves actions of turning stock back that break back down the arena. The dog should be able to control these animals without simply following

them to the other end of the arena and bringing them back again. After entering obstacle 2, it is important the dog show control and obedience to allow the entire herd to progress through the exit, rather than part of them breaking back around the ends of the obstacle.

SET-UP AND WORK AT CENTER OBSTACLE: Points Allotted: Course Points = 5,
Control
Points = 30

The free-standing pen does not need to be completed in order to receive a qualifying score in any division. The center obstacle is for Open and Advanced dogs only. Scoring begins after at least one head of stock passes obstacle 2 and ends when one or more head of stock enters the pen and the gate is closed, or until after two attempts have been made.

Ideally, the stock should go from obstacle 2 directly into the freestanding pen with minimum stress to the stock. The handler may not open the center pen gate until obstacle 2 has been attempted or completed. While working on the free-standing pen, a handler may move around the arena, but may never cross over the Open Handlers Line without a score deduction (50% for Advanced, 15 points deducted for Open). There are no restrictions on where a handler must stand while working the center pen, nor must a handler maintain a hold on the gate. The stock should be brought up to the mouth of the pen and allowed to settle while entering, with the dog holding one side and the handler the other. Once the free-standing pen is completed, the dog and/or handler will remove the stock from the pen, but this will not be scored as part of the Course points for the Free-Standing pen. However, time may be called for any abuse to the stock while this is being done and additional control points may be lost as a result for excessive handler assistance such as too much use of crook and/or pushing stock (when the stock is either entering or exiting the pen). Course points are received for the number of head (or %) the dog puts into the pen. Control points are earned for how the work was accomplished.

CONTROL TO AND RE-PEN: Points Allotted: Course Points = 5, Control Points = 10
Scoring begins after the last attempted obstacle and ends when the handler closes the re-pen gate. Once the re-pen gate is open no further points can be given on any other part of the course and the dog should move the stock as efficiently as possible to the re-pen. Course points are earned for the number of head (or %) that dog put into the re-pen the first time. Control points are earned for how the work was accomplished. Ideally, the stock should go from the last attempted obstacle, center chute or free-standing pen directly to the re-pen with minimum stress on the stock. It makes sense to move the stock away from the gate before opening it.

11.1.1 Course C Arena

COURSE C GUIDELINE: The following guidelines were made with the ideal run of the Advanced Trial Dog in mind and with absolutely no consideration given to the degree of difficulty of the stock. Obviously, the judge will have to modify his

expectations of the Started and Open dogs and take the nature of the stock into consideration.

THE START: Points Allotted: Course Points = 5, Control Points = 15

Our different courses offer a variety of ways to begin the run: Courses C has a Take Pen.

TAKE PEN: Scoring begins from when the handler opens the gate and ends when the stock clears the opening of the take pen, and the take pen gate is closed.

Course points are earned for the number of head (or %) brought out the first time.

The handler may enter the take pen with the dog and earn course points. If the handler takes the stock out of the pen without the dog, course points may still be earned. Control points are earned for how the work was accomplished. Taking stock out of the take pen should be smooth and easy with the dog going to the fence line to allow the stock maximum opportunity to find the opening. The dog should have a confident approach to the stock and show an understanding of bringing the entire herd out of the pen. Control points may be lost for:

Handler taking stock out of the pen without the dog.

Handler entering the pen to assist the dog.

Dog holding the stock in the take pen.

Dog running through the middle of herd either while they are still in the pen or as they come out of the pen.

DRIVE/FETCH THROUGH OBSTACLE 1: Points Allotted: Course Points = 5, Control Points = 20

With a right-hand chute: requires a dog to move the stock up the middle of the arena to obstacle

1. Scoring begins when the take pen gate is closed and ends when at least one (1) head of stock passes through the panels and an imaginary line which is drawn from the plane between the two in-line panels of obstacle 1. The dog may either start the drive/fetch immediately after taking the stock from the take pen or may hold up the stock while the handler closes the gate and then start the drive/fetch. The drive/fetch should show control by the dog over the stock as the dog takes the stock directly from the pen to obstacle 1. The dog's awareness of the entire herd and its ability to control the stock when deviating from this pattern is essential. Appropriate force should be used to keep the stock moving in the proper direction. The dog's ability to turn back animals breaking away and keep his herd together at the beginning of his run is important. The stock should go through obstacle 1 in a counterclockwise direction with minimum stress to the stock. His ability to keep the drive/fetch going at this point will prevent the stock from stopping at the corner. He should be able to turn back stock trying to go on the wrong side of the obstacle.

EXAMPLE of point losses on the drive/fetch:

Losing control after the stock come out of the pen.

Stopping the drive by turning them around and heading them back to the pen.

Out of contact with stock/drift.

With a left-hand chute: requires a dog to move the stock up the middle of the arena to obstacle

1. Scoring begins when the take pen gate is closed and ends when at least one (1) head of stock passes through the panels and an imaginary line which is drawn from the plane between the two in-line panels of obstacle 1.

The dog may either start the drive/fetch immediately after taking the stock from the take pen or may hold up the stock while the handler closes the gate and then start the drive/fetch. The drive/fetch should show control by the dog over the stock as the dog takes the stock directly from the pen to obstacle 1. The dog's awareness of the entire herd and its ability to control the stock when deviating from this pattern is essential. Appropriate force should be used to keep the stock moving in the proper direction. The dog's ability to turn back animals breaking away and keep his herd together at the beginning of his run is important. The stock should go through obstacle 1 in a counterclockwise direction with minimum stress to the stock. His ability to keep the drive/fetch going at this point will prevent the stock from stopping at the corner. He should be able to turn back stock trying to go on the wrong side of the obstacle.

EXAMPLE of point losses on the drive/fetch:

Losing control after the stock come out of the pen.

Stopping the drive by turning them around and heading them back to the pen

Out of contact with stock/drift.

CROSS-DRIVE/FETCH THROUGH OBSTACLE 2: Points Allotted: Course Points = 5,
Control

Points = 25

The imaginary "figure 8" continues as the stock progress from the end of obstacle 1 to obstacle

2. Scoring begins after the stock exit the plane of obstacle 1 and ends when at least one (1) head of stock passes through the panels and an imaginary line which is drawn from the plane between the two in-line panels of obstacle 2.

Scoring starts when the stock exit obstacle 1(as described above), and ends when the stock exit obstacle 2, or after two attempts have been made. Course points are earned for the number of head (or %) put through the obstacle by the dog the first time they go through, and Control points are earned for how the work was accomplished. Ideally, the stock should go from the exit of obstacle 1 directly to obstacle 2 and through the obstacle with minimum stress to the stock. The dog's ability to make a cross-drive from obstacle 1 to obstacle 2 exhibits his ability to prevent problems from occurring when the stock has cleared the exit of obstacle 1. This task often involves turning back stock that breaks away down the arena. The dog should be able to control these animals without simply following them to the other end of the arena and bringing them back again. After entering obstacle 2, it is important the dog show control and obedience to allow the entire herd to progress through the exit, rather than part of them breaking back around the ends of the obstacle.

SET-UP AND WORK AT CENTER OBSTACLE: Points Allotted: Course Points = 5,
Control

Points = 30

Scoring begins when stock exit obstacle 2 and ends when at least one (1) head of stock passes through an imaginary line which is drawn at the exit of the chute or after two attempts have been made. Course points are received for the number of head (or %) the dog put through the chute the first time through.

Control points are earned for how the work was accomplished.

Ideally, the stock should go from obstacle 2 directly to and through the chute.

Additional control point losses may result for excessive handler assistance such as too much use of crook or pushing stock.

CONTROL TO AND RE-PEN: Points Allotted: Course Points = 5, Control Points = 10

Scoring begins after the last attempted obstacle and ends when the handler closes the re-pen gate. Once the re-pen gate is open no further points can be given on any other part of the course and the dog should move the stock as efficiently as possible to the re-pen. Course points are earned for the number of head (or %) that dog put into the re-pen the first time. Control points are earned for how the work was accomplished. Ideally, the stock should go from the last attempted obstacle, center chute or free-standing pen directly to the re-pen with minimum stress on the stock. It makes sense to move the stock away from the gate before opening it.

12.1.1 Course D Arena

COURSE D GUIDELINE: The following guidelines were made with the ideal run of the Advanced Trial Dog in mind and with absolutely no consideration given to the degree of difficulty of the stock. Obviously, the judge will have to modify his expectations of the Started and Open. This course may be run in either direction by reversing the position of all Obstacles within the arena. This course may be run with a take pen or gather. For Course D, E, and F, Advanced handlers must position themselves at the Advanced Handler Line on the take-pen side of the line, wherever they feel it is best to take control of the stock in order to move them up the middle of the arena. All openings are 10' wide. Panel sizes:

8' for 100' to 125' wide arenas is recommended.

8'-12' for arenas wider than 125'. EXCEPTION: Panels for pen must be 12'-16'.

Obstacle 1 is on the center line based on the width of the arena and on the Advanced Handlers' Line. Obstacle 2 will be positioned 20% of the arena length from the back fence (opposite the re-pen) with the right side of the right-hand panel placed 15% of the arena width from the right-hand fence. Left side of panel is: 20% of arena length (measured from the top) and 10' from the left arena fence. The panels are situated 15% of the arena width (measured from the right side of the arena) with the lower edge of the lower panel (panel closest to the re-pen side of arena) positioned 30' above the Advanced Handlers' Line.

The side of the pen closest to the re-pen end of the arena is positioned 12.5% of the arena length (measured from the bottom of the arena), with the left side of the pen positioned 20% of the arena width (measured from the left side of the arena). Pen is not for Started Division. Advanced Handlers' Line: The Advanced Handler Line shall be determined by the length of the arena. It is not to exceed a distance of 125'. Measure half the length of the arena down from Obstacle 2 toward the re-pen end of the arena. The Advanced Handler Line extends across the arena parallel to the back fence at the point measured. Advanced Handler Line in an arena with greater than 250' length shall be 125'.

Formulas:

#2 Multiplying the arena length by 20% will give the footage measurement to set the panels down from the top of the arena. Multiplying the arena width by 15% will give the footage from the right side of the right panel from the right fence to set the panels.

#3 Multiplying the arena length by 20% will give the footage measurement to set the panel down from the top of the arena.

#4 Multiplying the arena width by 15% will give you the footage to set the panels from the right side of the arena fence. The lower edge of the lower panel (panel closest to the re-pen side of arena) is positioned 30' above the Advanced Handlers' Line.

Scoring for the re-pen begins after the last attempted obstacle and ends when the handler closes the re-pen gate. Once the re-pen gate is open no further points can be given on any other part of the course and the dog should move the stock as efficiently as possible to the re-pen. Course points are earned for the number of head (or %) that dog put into the re-pen the first time. Control points are earned for how the work was accomplished. Ideally, the stock should go from the last attempted obstacle to the free-standing pen, and directly to the re-pen with minimum stress on the stock. It makes sense to move the stock away from the gate before opening it.

13.1.1 Course E Arena

COURSE E GUIDELINE: The following guidelines were made with the ideal run of the Advanced Trial Dog in mind and with absolutely no consideration given to the degree of difficulty of the stock. Obviously, the judge will have to modify his expectations of the Started and Open dogs and take the nature of the stock into consideration. This course may be run in either direction by reversing the position of all obstacles within the arena. This course may be run with a take pen or gather, depending on the facility. For Course D, E, and F, Advanced handlers must position themselves at the Advanced Handler Line on the take-pen side of the line, wherever they feel it is best to take control of the stock in order to move them up the middle of the arena. Opening for obstacles 1, 2, 3, and 4 (same obstacle as 1) are 10' wide.

EXCEPTION: The opening created between the top of the right-hand panel of obstacle 5 and the left-hand edge of the left-hand panel of obstacle 1/4 is 15' and the opening between the parallel panels of obstacle 5 is 20'.

Panel sizes:

8' for 100' to 125' wide arenas is recommended.

8'-12' for arenas wider than 125'. EXCEPTION: Panels for obstacle 5 are always 12'.

The opening for obstacle 1/4 (same obstacle used twice) is centered on the center line of the arena width (measured side to side). The panels are positioned 27' above the Advanced Handlers' Line (away from the re-pen side of arena).

Obstacle 2 will be positioned 20% of the arena length from the back fence (opposite the re-pen) with the right side of the right-hand panel placed 15% of the arena width from the right-hand fence.

Obstacle 3 is positioned at a 45-degree angle, with the center of the opening set 20% of the width of the arena measured from the left side fence, and 20% of the length of the arena measured from the back fence (opposite the re-pen).

Obstacle 5 consists of two parallel panels placed 20' apart with the ends closest to the re-pen side of the arena placed on the Advanced Handlers' Line. The top of the right-hand panel is situated 15' below the left-hand edge of the left-hand panel, perpendicular to the plane of obstacle 1/4.

Advanced Handlers' Line: The Advanced Handler Line shall be determined by the length of the arena. It is not to exceed a distance of 125'. Measure half the length of the arena down from obstacle 2 toward the re-pen end of the arena. The Advanced Handler Line extends across the arena parallel to the back fence at the point measured. Advanced Handler Line in an arena with greater than 250' length shall be 125'.

Formulas:

#2 Multiply the arena length by 20% will give the distance to set the panels from the back fence (opposite the re-pen). Multiplying the arena width by 15% will give the distance the right-hand edge of the right-hand panel is positioned from the right-hand fence.

#3 Multiplying the width of the arena by 20% will give the distance the center of the opening will be from the left side fence. Multiplying the length of the arena by 20% will give the distance the center of the opening will be from the back fence (opposite the re-pen). The panels are placed at a 45-degree angle.

Scoring for the re-pen begins after the last attempted obstacle and ends when the handler closes the re-pen gate. Once the re-pen gate is open no further points can be given on any other part of the course and the dog should move the stock as efficiently as possible to the re-pen. Course points are earned for the number of head (or %) that dog put into the re-pen the first time. Control points are earned for how the work was accomplished.

Ideally, the stock should go from the last attempted obstacle, center chute or free-standing pen directly to the re-pen with minimum stress on the stock. It makes sense to move the stock away from the gate before opening it.

14.1.1 Course F Arena

COURSE F GUIDELINE: The following guidelines were made with the ideal run of the Advanced Trial Dog in mind and with absolutely no consideration given to the degree of difficulty of the stock. Obviously, the judge will have to modify his expectations of the Started and Open dogs and take the nature of the stock into consideration.

This course may be run in either direction by reversing the position of all obstacles within the arena. This course may be run with a take pen or gather, depending on the facility. For Course D, E, and F, Advanced handlers must position themselves at the Advanced Handler Line on the take-pen side of the line, wherever they feel it is best to take control of the stock in order to move them up the middle of the arena. All openings are 10' wide. EXCEPTION: The opening for obstacle 4 is 20'.

Panel sizes:

8' for 100' to 125' wide arenas is recommended.

8'-12' for arenas wider than 125'. EXCEPTION: Panels for pen must be 12'-16'.

Obstacle 1 is on the center line based on the width of the arena and on the Advanced Handlers' Line.

Obstacle 2 will be positioned 20% of the arena length from the back fence (opposite the re-pen) with the right side of the right-hand panel placed 15% of the arena width from the right-hand fence.

Obstacle 3 is positioned at a 45-degree angle, with the center of the opening set 20% of the width of the arena measured from the left side fence, and 20% of the length of the arena measured from the back fence (opposite the re-pen).

Obstacle 4 consists of one panel positioned with the end closest to the re-pen end of the arena 20' above and perpendicular to the left-hand end of the left-hand panel of obstacle 1. The side of the pen closest to the re-pen end of the arena is positioned 12.5% of the arena length (measured from the bottom of the arena), with the left side of the pen positioned 20% of the arena width (measured from the left side of the arena). Pen is not for Started Division.

Advanced Handlers' Line: The Advanced Handler Line shall be determined by the length of the arena. It is not to exceed a distance of 125'. Measure half the length of the arena down from obstacle 2 toward the re-pen end of the arena. The Advanced Handler Line extends across the arena parallel to the back fence at the point measured. Advanced Handler Line in an arena with greater than 250' length shall be 125'.

Formulas:

#2 Multiply the arena length by 20% will give the distance to set the panels from the back fence (opposite the re-pen). Multiplying the arena width by 15% will give the

distance the right-hand edge of the right-hand panel is positioned from the right-hand fence.

#3 Multiplying the width of the arena by 20% will give the distance the center of the opening will be from the left side fence. Multiplying the length of the arena by 20% will give the distance the center of the opening will be from the back fence (opposite the re-pen). The panels are placed at a 45-degree angle.

Scoring for the re-pen begins after the last attempted obstacle and ends when the handler closes the re-pen gate. Once the re-pen gate is open no further points can be given on any other part of the course and the dog should move the stock as efficiently as possible to the re-pen. Course points are earned for the number of head (or %) that dog put into the re-pen the first time. Control points are earned for how the work was accomplished. Ideally, the stock should go from the last attempted obstacle, center chute or free-standing pen directly to the re-pen with minimum stress on the stock. It makes sense to move the stock away from the gate before opening it.

26.9.7 Who May Fill Out Score Sheet

GUIDELINE: Score Sheet Instructions. The score sheet is broken into two sections: "Course Score" The dog gets credit for each head of stock that goes through each obstacle as long as the dog does the work and the stock do not, in the opinion of the Judge, drift through the obstacle. No extra credit is given if the stock passes through the same obstacles more than once. The course must be attempted /completed in the correct sequence. "Dog's Ability to Control Livestock" is scored for how well the dog accomplishes the work. Each part of the run will be scored for the manner in which the dog controls his stock for that section. "Control points" must be given for all sections of the course the dog accomplished and/or attempted.

Judges are expected to judge all types of herding breeds and need to be aware of the difference in working style between the breeds and judge accordingly, not comparatively. This includes natural instinct for the breed, savvy, training, concentration, interest, power, and handling. In order for an appropriate control score to be given, NATURAL INSTINCT must be shown. A mechanical dog that successfully completes the course strictly due to training should not be given a higher score due to training alone, when giving a control score. The dog's ability to control livestock is an opinion of the Judge only.

NOTE: A dog should not lose control points if the stock is more difficult than a dog with a cooperative draw as long as the dog is able to stay in control.

28.1.1 Excused Dogs

GUIDELINE: REASONS FOR BEING EXCUSED FROM THE ARENA (Judge Calls Time) Unnecessary gripping or gripping in severe manner. Grips should be either on the head or legs. Body, neck, belly, back and ham are all unnecessary grips. A severe grip

would be intentional wool pulling, hanging on, slashing, and jerking a leg(s) out from under the animal. In the case of ducks, any mouthing, gripping, running over, or pouncing on is unnecessary.

Overrunning of the stock by the dog.

Lack of progress. If a contestant and his dog are unprepared and are unable to accomplish the task, time may be called even if no harm is being done to the stock. Handler taking hold of the dog to discipline him while in the arena.

Any dog that cannot be called off stock and must be chased down by the handler. It does not matter if the dog is not gripping. Running stock head long into a fence can have disastrous effects.

Appendix B

GUIDELINES:

Course A

Ducks/Geese

Arena: minimum of 60 x 90 ft up to a maximum of 100 x 100 ft (plus or minus 5 ft combined).

Panels: 4 to 5 ft x 2 ft.

Take Pen: located at end of arena opposite obstacles 1 and 2, outside the arena; 8 x 8 ft minimum, 16 x 16 ft maximum, with the take pen gate a minimum of 8 ft.

Obstacle 1: one panel located 8 ft from rear fence; entrance 4 ft wide and exit 8 ft wide.

Obstacle 2: two panels positioned against the side fence creating a 90-degree angle; located 8 ft from rear fence. Entrance 8 ft wide and exit 4 feet wide.

Center Chute: located mid arena, entrance approximately 7 ft, exit 2 ft.

Re-pen: Same as take pen or on same side of arena.

Sheep/Goats/Cattle

Arena: 100 x 200 ft minimum (plus or minus 5 ft combined).

Panels: 8 to 12 ft.

Take Pen: located at end of arena opposite obstacle 1 and 2, outside the arena.

Obstacle 1: one panel located 24 ft from rear fence; entrance 10 ft, exit 24 ft.

Obstacle 2: two panels positioned against the side fence creating a 90-degree angle, 24 ft from rear fence. Entrance is 24 ft wide, and exit is 10 ft wide.

Chute: opening located mid-arena; exit 4 ft.

Re-pen: same as take pen or on same side of arena.

Course B

Ducks/Geese

Arena: minimum of 60 x 90 ft up to a maximum of 100 x 100 ft (plus or minus 5 ft combined).

Panels: 4 to 5 ft x 2 ft.

Obstacle 1: two panels positioned against the side fence creating a 90-degree angle; located 8 ft from rear fence. Entrance 8 ft wide and exit 4 ft wide.

Obstacle 2: one panel located 8 ft from rear fence; entrance 4 ft wide and exit 8 ft wide.

Free-standing Pen: 4 to 6 ft square with the gate located mid-arena; gate must open towards obstacle 2.

Re-pen: located at end of arena, outside of arena.

Sheep/Goats/Cattle

Arena: 100 x 200 ft minimum (plus or minus 5 ft combined).

Panels: 8 to 12 ft (EXCEPTION: free-standing pen).

Obstacle 1: two panels positioned against the side fence creating a 90-degree angle, 24 ft from rear fence. Entrance is 24 ft wide, and exit is 10 ft wide.

Obstacle 2: one panel located 24 ft from rear fence; entrance 10 ft, exit 24 ft.

Free-standing Pen: 12 to 16-foot panels located mid-arena; gate must open towards obstacle 2 and must be a minimum of 10 ft.

Re-pen: located opposite obstacle 1 and 2, preferably outside of arena.

Course C

Ducks/Geese

Arena: minimum of 60' X 90' up to a maximum of 100' X 100' (plus or minus five (5) ft combined).

Panels: 4 to 5 ft x 2 ft.

Take Pen: Located at the end of arena opposite Obstacle 1 and 2, outside the arena.

The Take Pen must be a minimum size of 8' x 8', and a maximum size of 16' x 16'.

The take pen gate must be a minimum of 8 ft.

Obstacle 1: two panels positioned 12 ft and up to 20 ft from rear fence and 12 ft and up to 20 ft from the side fence at a 45-degree angle from the upper left corner of the arena, in line with each other with a 4-ft opening. NOTE: Obstacles 1 and 2 must be set at the same distances from the fences.

Obstacle 2: two panels positioned 12 ft and up to 20 ft from rear fence and 12 ft and up to 20 ft from the side fence at a 45-degree angle from the upper right corner of the arena, in line with each other with a 4-ft opening. NOTE: Obstacles 1 and 2 must be set at the same distances from the fences.

Chute: located 35 ft down the arena from the bottom corner of the panel of obstacle 2 and 12 ft and up to 20 ft from the side fence, with a 2-ft exit. See drawing in Appendix.

Re-pen: Same as take pen or on same side of arena.

Sheep/Goats/Cattle

Arena: 150 x 225 ft minimum (plus or minus 5 ft combined).

Panels: 8 to 12 ft

Take Pen: located at the end of the arena opposite obstacle 1 and 2, outside of the arena.

Obstacle 1: two panels positioned 35 ft and up to 50 ft from the rear fence and 35 ft and up to 50 ft from the side fence at a 45-degree angle to the upper left corner of the arena, in line with each other with a 10 ft opening, or a 15 ft opening when using 6-10 head of livestock, as long as the cross drive between the bottom corner of the

panel of obstacle 1 to the bottom corner of the panel of obstacle 2 is no less than 43 ft across. NOTE: Obstacle 1 and 2 must be set at the same distances from the fences. Obstacle 2: two panels positioned 35 ft and up to 50 ft from the rear fence and 35 ft and up to 50 ft from the side fence at a 45-degree angle to the upper right corner of the arena, in line with each other with a 10 ft opening, or a 15 ft opening when using 6-10 head of livestock, as long as the cross drive between the bottom corner of the panel of obstacle 1 to the bottom corner of the panel of obstacle 2 is no less than 43 ft across. NOTE: Obstacle 1 and 2 must be set at the same distances from the fences. Chute: located one 100 ft down the arena from the bottom corner of the panel of obstacle 2 and 35 ft up to 50 ft from the side fence, with a 4-ft exit. See drawing in Appendix.

Re-pen: Same as take pen or on same side of arena.