

Bitterbrush Trial 2018

**COURSE DIRECTIONS**

**HRD** Friday & Saturday

1. Gather. Gather stock from Gate 1 for sheep & Goats, Gate 3 for Cattle. Stock are removed from pen into alley way. Stock must remain under control.
  - Level III** Handler may enter pen with point deduction.
  - Level II** Handler may go approximately half-way to stock.
  - Level I** Handler may assist as needed.Scoring ends when gate is closed.
2. Alley Chute. Put stock thru chute, may fetch or drive.
  - Level III** Handler must stand at the opening of obstacle until the stock have exited.
  - Level II** Handler may move along the wing of the obstacle but may not move past the wing until the stock have exited.
  - Level I** Handler may move anywhere relative to the obstacle but may not enter it. Stock are taken into arena thru gate 2. Stock should be under control while item is chosen to wear from box holding ST.Patricks Day accessories.Scoring ends when handler puts on chosen accessory.
3. Chute 1. Stock can be fetched or driven to and thru chute 1. Stock enter the chute from the East.
  - Level III** Handler must stand at the opening of the obstacle until the stock have exited.
  - Level II** Handler may move along the wing of the obstacle but may not move past the wing until the stock have exited.
  - LEVEL I** Handler may move anywhere relative to the obstacle but may not enter it.Scoring ends when the stock have exited the chute.
4. Graze. Dog holds stock within the graze area.
  - All Levels**, Handler may move anywhere necessary to hold stock. Judge will call hold.Scoring ends when stock enter Chute 2.
5. Chute 2. Stock enter the chute from the South.
  - Level III** Handler must stand at the opening of the obstacle until the stock have exited.
  - Level II** Handler may move along the wing of the obstacle but may not move past the wing until the stock have exited.
  - LEVEL I** Handler may move anywhere relative to the obstacle but may not enter it.Scoring ends when the stock have exited the chute.
6. Drive/Fetch. Stock are moved to Cone 1, fetching or driving.
  - Level III** Drive from Cone 1 to Cone 2, thru the opening between the panels. Handler must remain at Cone 1 until stock reach Cone #2.
  - Level II** Handler may fetch or drive from Cone 1 to the panels, and must stay at the outer edge of the panel. Drive from the panels to Cone 2. Handler remains at panels till stock reach Cone 2.
  - Level I** Handler may fetch or drive between cones thru panels but handler cannot go thru opening in panels.Scoring ends when stock pass Cone 2.
7. Freestanding Pen. Stock are fetched or driven to freestanding pen, penned and removed.
  - Level III** Handler may enter pen to assist but with a deduction.
  - Levels I & II** Handler may enter to help dog as needed.Scoring ends when gate is closed.
8. Gate Sort (**Level III only**). Sort off 3 head of marked stock, close gate. Scoring ends when gate is closed.
9. Repen. **All levels**. Put all stock in pen, close gate. Scoring ends when gate is closed.

Time allowed: 20 minutes

Tie Breakers 1.-Chute #2      2.-Freestanding pen      3.-Time