



Centerline Gate

Ducks 4'
Sheep 10'

Ducks 8'
Cattle, Sheep,
Goats 10'

Panel Runway

Ducks 4'
Cattle, Sheep,
Goats 10'

3. Stock driven or fetched through Centerline Gate. If stock enters from the wrong way, it must be daylighted 1 Point per head of stock. 2 chances and then move on to the next obstacle.

All obstacles must be completed for a qualifying score.

4. Stock driven or fetched thru Panel Runway. If stock enters from the wrong direction, it must be daylighted. 1 Point per head of stock. 2 chances and then move on to the next

2. Stock can be fetched or driven through the Panel Runway. 2 chances, and then move on to next panel. 1 Point per head brought through. Total of 3 to 5 with best attempt. If stock enters from the wrong direction, it must be daylighted.

Handler may not enter obstacles. Daylighting means stock has to clear the obstacle, completely before reentering from correct direction. Time is completed when repen gate is closed.

5. Stock is driven or fetched through the Y Chute. If stock enters from the wrong direction, it must be daylighted. 1 point per head of stock. 2 chances, and then move on to repen.

Ducks 6' entrance
Cattle, Sheep, Goats 10' entrance

Y Chute

Ducks 2' exit
Cattle, Sheep, Goats 4' exit

1. 1 Point per head of stock brought out of Take Pen at the same time, on first try.

6. Repen. 1 Point per head of stock repened on first try.

Arena Size: Ducks-60x90 to 100x100
Sheep/Goats/Cattle-100x200 minimum

Set Out Pen/
Repen outside arena

8 MINUTE TIME LIMIT

Course B: HD-L3