



Centerline Gate

Ducks 4'  
Cattle, Sheep, Goats 10'

Ducks 8'  
Cattle, Sheep, Goats 10'

50' for Open Handler Line

Panel Runway

Ducks 4'  
Cattle, Sheep, Goats 10'

4. Stock is driven 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.

Open Handler Line

3. Stock is driven 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

100' for Advanced Handler Line

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

Y Chute

Gate

Advanced Handler Line

Center Pen- located mid arena with gate opening towards obstacle 4

Center Pen 8'x8' minimum

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

Ducks 8'  
Cattle, Sheep, Goats 10'

6. 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 in one attempt. If stock enters from the wrong direction, it must be daylighted.

5. Stock will be put into center pen and gate will be closed. 2 chances, and then move on to next obstacle. Handler will not touch stock to pen them 1 point per head of stock placed in pen, that stays in pen when gate has closed.

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

2. 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 reopen.

**All obstacles must be completed for a qualifying score.**

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

**10 Minute Time Limit**

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

Take Pen/  
Reopen outside arena

7. Reopen. 1 Point per head of stock reopened on first try.

**Course B: HD-L4 HD-L5**