

**“Goat Sales and Fowl Hassles”: Saturday May 13, 2017**

**Step 1:** You bought 5 new goats last night and they need to be unloaded from the trailer. 5 pts-trailer/specific task.

\*Advanced handlers cannot enter the trailer. Open handlers are allowed to enter the trailer to assist the dog.

**Step 2:** You and your dog take the goats across the paddock and put them into a pen just inside the barn doors before you get started on other chores. 5pts Fetch/specific task and 5 pts Pen work

**Step 3:** You and your dog continue your morning by passing thru the barn pen to go and take 5 other goats from their pen and into the alley pen, closing the barn door behind you. 5pts –pen work

**Step 4:** Suddenly you realize that the ducks got out overnight and you need to pen them before moving the goats into the Poultry Paddock. Before leaving the alley pen though, you opt to collar three of the goats that your neighbor (the judge) may be interested in buying. 5pts-collars on-specific task

**Step 5:** You and your dog leave the goats in the alley pen and go into the Poultry Paddock to pen the ducks so they are not injured by the goats. 5pts-pen work

**Step 6:** Your neighbor (the judge) is now on the fence, wanting to see the goats you are willing to sell to her, so you gate sort the three collared goats from the Alley Pen, into the poultry Paddock. 25pts-gate sort

**Step 7:** Your neighbor feels that you kept the “good goats” for yourself, so she demands that the 2 remaining goats also be included for her to look at closer. You add the 2 uncollared goats to the paddock and you and your dog maneuver all 5 goats into the designated area in front of her and hold them there until she has had a good look at them. 10pts-hold/specific task

**Step 8:** Once the neighbor (judge) has had a good look, return the five goats to the Alley Pen so that you can get the ducks crated. You forgot that someone was coming to buy them today. 5pts-pen

**Step 9:** You and your dog move the 5 ducks from their pen to the chute area. 5pts-pen

Note: the crate door cannot be opened until all 5 ducks are inside the advanced handler’s line near the chute.

**Step 10:** Once the ducks are in the loading area, they can be pushed into the chute and then the crate if you have opened the crate door. 20pts-chute

\*Advanced handlers cannot go closer to the chute than the designated line once the crate door has been opened and until all 5 ducks are loaded into the crate, then the door can be closed. Open handlers can move freely to load the chute and crate.

**Step 11:** After the ducks are crated, you still need to feed the 5 goats. Your neighbor did not like any of them, so you are going to have to ship them. Out of guilt, you want to grain them one last time. You and your dog take the 5 goats from the Alley Pen to the Feeding station. 7.5pts-specific task

**Step 12:** While the goats are eating, you and your dog open the Poultry Paddock gates and head to the pen of sheep. You then send your dog back to gather the goats. 20pts-gather

\*Advanced handlers must have a hand on the sheep pen when the dog is sent, but can move afterwards. Open handlers position themselves anywhere between the sheep pen and the cone, prior to sending their dog to gather the goats.

**Step 13:** When the goats are gathered, they are taken to the back of the trailer, but prior to loading them, the 3 collars need to be removed and put into the bucket at the back of the trailer. 7.5 pts trailer load/specific task.

Time Allowances:

Advanced Teams will have 13 minutes on the course with a 3 minute warning

Open Teams will have 16 minutes on the course with a 3 minute warning

Livestock groups will be consistent throughout the day.

A pen of geese will be in the Poultry Paddock as a distraction for all runs.

A pen of sheep will be on the course as a distraction for all runs.

Tie Breaker: Step 12 - the goat gather.