“Goat Sales and Fowl Hassles”: Saturday May 13, 2023

Step 1: Unload your 5 new goats from the trailer and close the door. 5 pts (specific)

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

Step2: You and your dog take the goats across the paddock and put them into a pen outside the barn doors. 5pts Fetch/specific task and 5 pts (pen)

Step 3: You and your dog continue your morning by walking around the barn to the designated door. You will then move 5 other goats from the aisle and into the alley leading to the paddock, closing the barn door behind you. 5pts (pen)

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 dealing with the ducks, you move the goats into the pen at the end of the alley and opt to collar three of the goats that your neighbor (the judge) may be interested in buying . 5pts-collars on (specific)

Step 5: You and your dog leave the goats in the pen and go into the Poultry Paddock to gather and pen the ducks so they are not injured by the goats. 5pts (pen)

Step 6: Your neighbor (the judge) is now on the fence, wanting to see the movement of the 3 goats you are willing to sell to her. You gate sort the 3 collared goats into the paddock, leaving the 2 non-collared goats in the pen. 25pts (gate sort)

Step 7: Your neighbor feels that you kept the “2 good goats” for yourself, so she requests that all 5 goats be in the paddock and held in the designated area in front of her until she has had a good look at them. 10pts (specific)

Step 8: Once the neighbor (judge) has seen enough of your goats, you return the five goats to the 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 remove the 5 ducks from their pen and move them to the duck 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 near the opening of the chute, 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 all 5 ducks are loaded into the crate, then the crate 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)

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 from beside the pen, but can move afterwards. Open dogs stay at the sheep pen and open handlers can 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 (specific)

Time Allowances:

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

Open Teams will have 19 minutes on the course with a 3 minute warning

Livestock groups will be consistent throughout the day.

Crated distractions will be on the course for all runs ie: rooster, rabbit, pot-bellied pig, geese

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

Tie Breaker #1: Step 12- the gather 20 pts. Tie Breaker #2: Step 7- the hold 10 pts.