

Mid-Cal Duck Farm Trial

10 head/20 minutes/time warning at 10 and 3 minutes
Ties broken by (1) Gather (2) Sort

PEN #1 (5 pts): Take Ducks out of assigned pen. Begins when Pen gate opens; ends when Pen gate closes.

PEN #2 (5 pts): Move ducks into Pen #8, shut gate, then take ducks out into arena. Begins when ducks are out of assigned pen; ends when Pen #8 gate is closed and ducks are in arena.

GATHER (20 pts): Leave ducks by pens and go to cone. Gather ducks to cone. Advanced handlers stay at or behind cone; Open can move halfway from cone to ducks. Begins when dog is sent on gather; ends when ducks reach cone.

LST#1 HOLD (20 pts): Hold ducks at cone until Judge releases the hold. Begins when ducks reach the cone; ends when Judge releases hold.

CHUTE (20 pts): Drive or fetch ducks to and through chute. Advanced Handlers stay at cone and dog drives ducks; Open handler can drive or fetch and may move with dog. Begins when Judge releases hold; ends when last duck exits chute.

PEN #3 (5 pts): Drive or fetch ducks to freestanding pen and pen ducks. Take all ducks out of freestanding pen. Begins when last duck exits chute; ends when all ducks are taken out of freestanding pen and freestanding pen gate is closed.

LST#2 BRIDGE (20 pts): Drive or fetch ducks from freestanding pen to and over bridge. Begins when ducks leave freestanding pen; ends when last duck crosses bridge.

SORT (25 pts): Drive or fetch ducks from bridge to Pen #8. Sort five ducks into pen. Advanced handler sorts five marked ducks; Open handler may sort any five. Begins when last duck crosses bridge; ends when Pen #8 gate is closed.

PEN #4 (10 pts): Pen five remaining ducks in Pen #8, rejoining them with five sorted ducks. Remove all 10 ducks from Pen #8 and reopen ducks into original assigned pen. Begins when Pen #8 gate opens; ends when original assigned pen gate is closed.

BREATHE AND JUMP UP AND DOWN WILDLY REJOICING THAT YOU ARE FINISHED!