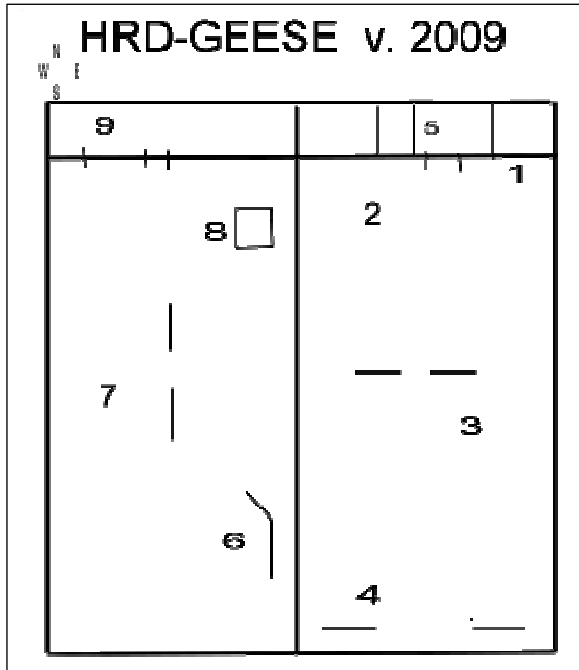


## IEHDA HRD Geese (v2009)

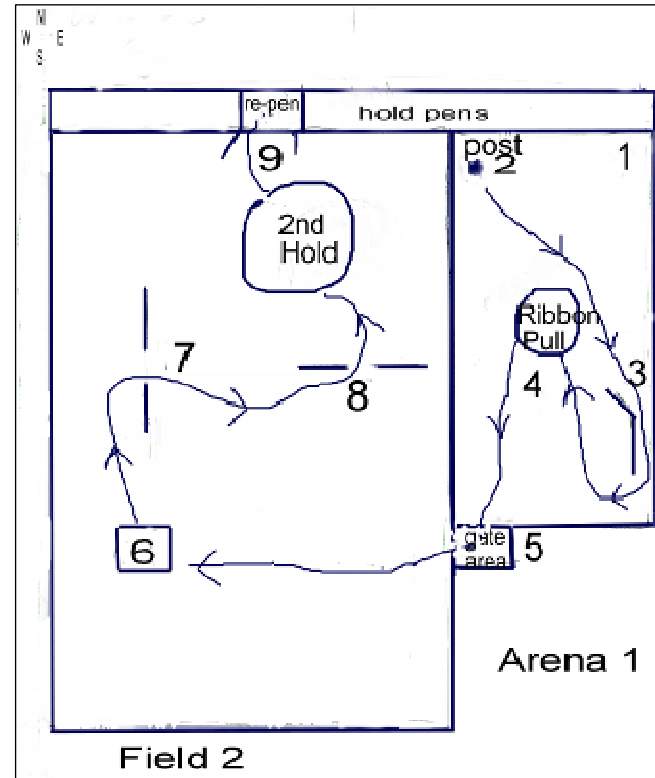
1. GATHER--Geese are set out approx 20' off NE corner on grain. Dog is to collect geese and take to handler's post (#2) which is 150 feet away from set out. This is a gather, and stock may be brought along the fence line.
2. DRIVE 1--Stock are taken FROM post #2 and through freestanding panels #3, turned and taken from E to W thru panel #4.  
 Level 3 handlers may not pass panel #3.  
 Level 2 handlers may not pass beyond 20 from NE corner of panel 4.  
 Level 1 may fetch. Approximately 200' drive.
3. FETCH BACK--Stock are turned, brought back thru freestanding panels #3 and into pens (handlers may be anywhere)
4. SORT--marked stock  
 Level 3: sort marked goose using holding pens.  
 Level 1 and 2: any goose.
5. ARENA 2--Put all stock back together and transfer thru several small pens (closing all gates) and enter arena 2.
6. Y CHUTE--Take stock thru Y chute on NE side of arena 2.  
 Level 3: must drive from back fence.  
 Level 2: may come up to centerlines
7. CENTERLINE--Turn geese, transit centerlines going from W to E
8. PEN--Put geese in freestanding pen in arena  
 9. RE PEN--Re pen into small gate at NW corner of Arena 2.



SCORING	
1. GATHER	10
2. Drive 1	15/10
3. Fetch back	10
4. SORT	10
5. Arena 2	10
6. Y chute	15/10
7. Centerlines	10
8. Pen	10
9. RE PEN	10
<b>TOTAL</b>	<b>100/90</b>

## IEHDA HRD Sheep (v2009)

1. GATHER--Stock are set out approx 20' off NE corner on grain. Dog is to collect Stock and take to handler's post (#2 on map) which is 150 feet away from set out. This is a gather, and stock may be brought along the fence line.
2. Drive 1--Y chute--Stock are taken FROM post #2 and through Y chute on NE side of arena. Ideal is a diagonal. Fence line shall be 2 point deduction.  
 Level 3 handlers must stay at post.  
 Level 2 handlers may go to center lines.  
 Level 1 may fetch. Approximately 230' drive. Handler may leave after stock exit the Y.
3. Ribbon Pull--Stock are turned, brought to open area. HTD 3 does ribbon pull.  
 Level 1 & 2 do a hold.
4. Transit Gates--Exit Arena 1 and negotiate small chute area thru gates into field.
5. Field Pen--Settle stock and pen in freestanding pen
6. Panel 1--Exit pen and drive stock thru panels (#7 on map) going from W to E.  
 Level 3 must drive from pen.  
 Level 2 may walk in line from pen to panels 2 (#8 on map)  
 Level 1 may fetch.
7. Panel 2--Turn stock and transit panels #8 on map going from S to N.  
 Level 3 still at pen.  
 Level 2 may not pass panels until after stock transit
8. Hold--Stock are HELD, preventing running to re-pen, in open area between panel 2 and re-pen.
9. REPEN--Re-pen thru gate at N end of arena



SCORING	
1. Gather	10
2. Drive 1-Y chute	15/10
3. Ribbon Pull	10
4. Transit Gates	10
5. Field Pen	10
6. Panel 1	15/10
7. Panel 2	10
8. Hold	10
9. Re-pen	10
<b>TOTAL</b>	<b>100/90</b>

