

## HRD Course: General Description

The course is laid out in a 20-acre field which slopes upwards to a crest of a ridge. The perimeter is fenced with box wire field fencing, 40" high. Physical description of course obstacles and features are listed below.

There are several draws for the sheep on this course. In general, this HRD course tests the ability of the Handler and dog to read and react to the impact of these draws on the sheep and to respond appropriately so that the flock movement, grazing, gathering, holding, and sorting tasks can be completed efficiently.

Orange cones, where specified, will mark the *inside* of all turns on the course. Blue cones will mark the Handler's posts, all levels; "Road" and "Graze" edges on the course are marked by furrows.

If it is hot, water can be requested to be available at the graze and pens for the dogs.

Except if otherwise specified by judge, movement on the course is in a counter-clockwise direction around the field on the road.

The sheep should move steadily and quietly along the roads, without rushing, lagging, or weaving. **The combination of shortest paths traveled on line, on course, and smoothest, quietest movement of sheep, dog, and Handler should receive the highest score. The dog should do most of the work (except for opening and closing gates).**

Except where otherwise specified in these rules, Handler and dog may take any position necessary relative to the flock throughout the course while moving.

**If more than half the flock is 50 yards off course for longer than 5 minutes, if the sheep are being harassed by a dog, or if the judge feels the dog is working out of control without any chance of the Handler regaining control, then the run should be terminated.**

For **HRD I**, the judge may request that an experienced dog and stock handler be positioned discretely on the course for the beginning of the run to help prevent sheep from bolting to the top of the ridge, one of the draws.

**No. of sheep per HRD run: 10.**

**The time limits and total approximate distances the sheep travel for each course:**

HRD I: 20 minutes, 580 yards

HRD II: 30 minutes, 680 yards

HRD III: 45 minutes, 925 yards (sheep), (plus an extra 245 yards for person and dog to hike back to retrieve the remaining sheep in the Holding Pen Option).

**Ties within classes & courses will be broken on:**

- 1) Highest score for **Gather**
- 2) Highest score for **Exit From Take Pen**

**Physical Description of Course Obstacles and Features:**

**Blue cone--** The judge or judge's assistant should carry/move a **blue cone** to mark the **Handler's Post** for the **Gather** at a **Graze exit**.

Orange cones and yellow-green cones will be used as specified.

***Runs will be disqualified:***

- 1. if a gate is not secured and closed by the Handler at the Re-Pen and when leaving the Holding Pen;*
- 2. if the Handler enters the Holding Pen during a Sort;*
- 3. or if any sheep remain unpenned in their specified pens by the end of the run.*
- 4. Sheep are harassed or running amuck.*

**OBSTACLE DESCRIPTIONS:**

Take Pen:	32 ft. x 32 ft., fencing 40 inches high, 12-foot gate ("Take Pen" in diagram).
Road One (1):	12 ft. wide; edges marked by furrows, Pen to Inner Road = 182 feet.
Bridge-Footbath:	bridge panels approximately 12 ft. wide, 18 ft. long, field floor
Inner Road:	12 ft. wide; edges marked by furrows, total length = 740 feet; sub-length from Road 1 to angle turn = 244 feet.
Traffic Road:	18 ft. wide; edges marked by furrows, total length = 450 feet.
Road 2:	12 ft. wide, edges marked by fence and furrow, and goes back to Take Pen. Road 2 from End of Traffic Road to Pen = 146 feet.
Holding Pen:	16 feet x 16 feet with a 12 foot gate and 48 inch tall fencing.
Sort Sheep: (II and III)	3 sheep to be sorted in each run will be marked on their heads

### SCORING for HRD

<u>Name of Exercise</u>	<u>HRD I</u>	<u>HRD II</u>	<u>HRD III</u>
1. <u>Exit from Pen</u>	10	10	10
2. Before Graze: <u>Fetch/Drive &amp; Bridge-Footbath (including II &amp; III: Drive Leg &amp; Hold)</u>	20	20	20
3. <u>Graze (5 min.)</u>	15	10	15
4. <u>Gather</u>	20	20	20
5. After Graze: <u>Fetch/Drive &amp; Flock Halt</u>	15	10	10
6. <u>Sort</u>	--	15	15
7. <u>Gamblers Option "Holding Pen" or "Outrun"</u>	--	--	10
8. <u>Re-Pen (Both 1<sup>st</sup> &amp; 2<sup>nd</sup> times for III)</u>	10	5	10
<b>Total Possible Points:</b>	90	90	100
<b>Minimum Points to quality (70%)</b>	63	63	70
 <b>Maximum Time of Run (minutes):</b>	<b>20 min.</b>	<b>30 min.</b>	<b>45 min.</b>
<b>Length of Course:</b>	<b>580 yds.</b>	<b>680 yds.</b>	<b>925-1170yds.</b>

# HRD Course Diagram:

## HRD Step-by-Step Description

*\*see "HRD Course: General Description" (above) for dimensions, maximum times, distances, flock size, and description of obstacles and features*

### 1. Exit from Pen

At the Handler's discretion, the Take Pen gate can remain in an open or closed position after the Exit from the Take Pen. HRD 1 handler can enter the take pen with or without dog. HRD II & III handlers cannot enter take pen without penalty.

### 2. Fetch/Drive and Bridge-Footbath HRD I; plus Drive Leg, Level II & III

The flock travels along **Road 1** in a counter-clockwise direction around field, traveling through the **Bridge-Footbath**.

**Bridge-Footbath:** Only flock must go through the **Bridge-Footbath**. Handler and dog can go around or through.

After Bridge-Footbath:

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**Level I:** Flock continues onto the **Inner Road**, making left turns (at orange cones), and goes to the assigned **Graze** area. The **Graze** area is **Graze 1, 2, 3, or 4** (at judge's discretion).

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**Level II Drive Leg:** Flock continues onto the **Inner Road**. The **Handler's Post (orange corner cone along edge of Inner Road)** marks the beginning of a **60-foot drive leg** along the **Inner Road for Level II**. The Handler must remain on the road behind the **Handler's post** while the dog works, until the flock passes the first **2 orange cones**, marking the end of the drive leg.

**Level II Hold:** Dog will then hold the flock in the area marked by the **2 orange cones and the first 2 yellow cones on the Inner Road**, until the Handler reaches and/or passes the area and the flock. Flock then continues on road to assigned **Graze** area.

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**Level III Drive Leg:** Flock continues onto the **Inner Road**. The **Handler's Post (orange cone at corner of Road 1 and the Inner Road)** marks the beginning of a **120-foot drive leg** along the **Inner Road**. The Handler must remain on the road behind the **Handler's post** while the dog works, until the flock passes the first **2 yellow-green cones**, marking the end of the drive leg.

**Level III Hold:** Dog will then hold the flock in the area marked by the **4 yellow-green cones**, until the Handler reaches and/or passes the area and the flock. Flock then continues on road to assigned **Graze** area.

3. **Graze**

**Handlers** may lead the flock into the **Graze** area and dog and handler may move anywhere in or out of the **Graze** area at any time. Time for the **Graze** is **5 minutes**. At the **Graze**, the dog may move, stand, sit, or lie down. Commands may be given, but the calmest picture with sheep grazing in graze should receive highest score

4. **Gather**

The Handler and dog must first go to the **blue cone (placed by the judge so that the distances in gather lengths can be achieved)** marking the **Handler's Post**.. The exercise begins when the dog and Handler are both within 5 feet of the Handler's Post and the judge says "gather." The gather ends when the flock has gone counter-clockwise around the post and is back on the road.

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**Level I:** The flock can be in the graze as close as **20 yards** to the Handler's Post at the start of the Gather for **HRD I**. If the flock is that close, the dog must start the **Gather** from the **Handler's Post**. The Handler may take a **position as close as 15 feet to the flock** before the dog starts the **Gather**.

If the flock is **20- 40 (or more) yards** away, the dog then may be taken to a point *roughly 20 yards from the flock*, and the Handler may take a **position as close as 15 feet to the flock** before the dog starts the **Gather**.

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**Level II:** The handler and dog should be **at least 20 yards** from the flock at the start of the **Gather**.

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**Level III:** The handler and dog should be **at least 120 feet** from the flock at the start of the **Gather**.

5. **Fetch/Drive and Flock Halt (and 6.Sort - Level II & III and 7. Gambler's Option-III)**

Flock continues traveling in counter-clockwise direction around field on **Inner Road** until reaching "T" intersection with **Traffic Road**, where flock is halted.

At the T-Intersection of **Inner Road** with the **Traffic Road**, dog halts forward progress of flock (**at the orange cone**) by standing in front of flock and holding it while the Handler moves away from flock and beyond dog (at least 10 ft.) to "look" for traffic on the **Traffic Road**. Handler returns to the flock. After the Flock Halt, the movement of the flock continues.

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**HRD I:** The flock makes a left turn directly onto the **Traffic Road**. The flock must stay on the **Traffic Road**, go to **Road 2** along fence, back to the **Take Pen**. See "**8. Re-pen.**"

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**HRD II & III after Halt:** The flock makes a **right turn** onto the **Traffic Road**. The Handler and flock then leave the **Traffic Road** by turning left in front of and heading towards the **Holding Pen** gate.

6. **HRD II & III Sort:** **Sort** starts when the handler first opens the holding pen gate. Sheep can be sorted into or out of the pen. Dog can go into the pen, but handler cannot. The 3 marked pen must be sorted out of the pen. **Sort** is over when the 3 marked sheep re-enter the **Traffic Road**, with the unmarked sheep remaining in the **Holding Pen**.

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**HRD II & III After Sort:** The 3 sheep stay on the **Traffic Road**, go to **Road 2** along fence, back to the **Take Pen**, to **Re-Pen**.

7. **HRD III “Gamblers” Option-- Holding Pen or Outrun (2nd Task Fetch/Drive)**

This exercise begins after the Re-pen of the 3 sorted sheep. It ends when the remainder sheep are within 30 feet of the **Take Pen Gate**. After fastening the gate of the Take Pen, the Handler will declare whether he/she opts for the “**Holding Pen**” or “**Outrun**” option.

**“Holding Pen Option”**

1. The Handler and dog return to the Holding Pen so that the Handler can open the gate and allow the sheep to come out. The Handler may not go into the pen.
2. The Holding Pen gate is re-fastened by the Handler while the dog holds the sheep.
3. Sheep then are taken back to the Traffic Road. The flock must stay on the **Traffic Road**, go to **Road 2** along fence, back to the **Take Pen**.

**“Outrun Option”**

1. As soon as this option is chosen, the course director or livestock handler will release the remainder sheep from the Holding Pen and secure the closed gate.
2. The Handler and dog can assume any position in the portion of the field in a “**Bermuda triangle**” bound by: 1.) the Traffic Road, 2.) the Inner Road portion running north-south on the field, 3.) 12 feet in front of the Take Pen Gate. The sheep must be a minimum of 40 yards away from the Handler and/or dog at the start of the dog’s outrun. The sheep do not have to be in sight. During the outrun/lift/fetch, the Handler can move anywhere within the “Bermuda Triangle.” The objective is to move the sheep on the shortest line back to the Take Pen gate.

8. **Re-Pen**

Scoring starts 30 feet from gate. Level III scoring includes both re-pens. The gate is closed and secured when the sheep have entered. Dog and Handler are not allowed in the pen.

If the Handler elected to close the gate at the beginning of the run, the dog will hold the flock quietly and in a stationary position away from the gate so the Handler can open the gate smoothly.

If the Handler chose to leave the gate open at the beginning of the run, then the flock can return directly to the **Take Pen**. The gate is closed when the sheep are inside the pen.

**American Herding Breed Association**  
**Herding Ranch Dog**

(Maximum Times 20 min. – I; 30 min. – II; 45 min.- III)

Time: \_\_\_\_\_

Breed \_\_\_\_\_

Entry No. \_\_\_\_\_

Registered Name \_\_\_\_\_

Sponsor \_\_\_\_\_ Location \_\_\_\_\_

HRD I \_\_\_\_\_ HRD II \_\_\_\_\_ HRD III \_\_\_\_\_

\_\_\_\_\_ Sheep \_\_\_\_\_ Ducks \_\_\_\_\_ Goats \_\_\_\_\_ Cattle (provide no.) \_\_\_\_\_ Other (provide type and number)

	Possible Score	Deductions	Points Deducted
1. Exit from Pen	10	_____	_____
2. Fetch/Drive & Bridge-Footbath (including II & III: Drive Leg & Hold)	20	_____	_____
3. Graze (5 Minutes)	15-I&III; 10-II	_____	_____
4. Gather	20	_____	_____
5. Fetch/Drive & Flock Halt	15-I; 10-II&III	_____	_____
6. Sort – 1 <sup>st</sup> Task	15- only II&III	_____	_____
7. “Gamblers” 2 <sup>nd</sup> Task (Fetch/Drive)	10- only III	_____	_____
8. Re-Pen (Both 1 <sup>st</sup> and 2 <sup>nd</sup> for III)	10- I& III; 5- II	_____	_____

Total Deducted: \_\_\_\_\_

SCORE: (Maximum—90 pts – I&II; 100 pts – III)      TOTAL EARNED: \_\_\_\_\_

(70% to qualify: minimum score of 63 pts for I & II ;70 pts for III)      Q\_\_\_ NQ\_\_\_

COMMENTS: \_\_\_\_\_

Judge's signature \_\_\_\_\_ Date \_\_\_\_\_