WWKM 2017 SHEEP TIME AND POINTS

1. GATHER

TOP HAND – HANDLER AND DOG START AT BLUE BARREL - SEND DOG TO GATHER SHEEP

INTERMEDIATE – HANDLER AND DOG START AT THE ORANGE CONE - SEND DOG TO GATHER SHEEP

PROSPECT – DOG LEFT AT THE ORANGE CONE AND HANDLER MAY GO HALF WAY TO SHEEP – SEND DOG TO GATHER SHEEP

1. BLUE BARREL

TOP HAND STAY AT BARREL AND FETCHES SHEEP

INTERMEDIATE AND PROSPECT LEVELS MAY FETCH OR DRIVE TO BLUE BARREL

1. “T” OBSTACLE

TO LEFT OPENING OF “T”

TOP HAND - HANDLER STAYS AT BLUE BARREL AND DOG MUST DRIVE THE SHEEP TO THE “T” LEFT OPENING. HANDLER MUST STAY AT BLUE BARREL UNTIL THE OBSTACLE IS COMPLETED.

IMTERMEDIATE - HANDLER MAY WALK TO CONE THE DOG MUST DRIVE THE SHEEP TO THE “T” LEFT OPENING. HANDLER MUST STAY AT CONE UNTIL THE OBSTACLE IS COMPLETED

PROSPECT - HANDLER MAY FETCH THE SHEEP TO THE LEFT OPENING OF THE “T’ AND MAY FETCH THRU THE “T”.

1. CORNER

TOP HAND - HANDLER DRIVES SHEEP TO THE CORNER OBSTACLE. HANDLER STAYS AT BARREL UNTIL THE SHEEP ARE 25 FEET NEAR THE OPENING OF CORNER WHITE POST. HANDLER MUST STAY WITHIN THAT SPACE UNTIL THE LAST SHEEP BUT EXITS THE CORNER OBSTACLE

IMTERMEDIATE AND PROSPECT MAY CHOOSE TO FETCH OR DRIVE TO THE CORNER OBSTACLE.

1. REPEN – 10 POINTS

ALL LEVELS REPEN YOUR SHEEP IN DESIGNATED PEN NUMBER