“Goat Sales and Fowl Hassles”: Saturday May 10, 2025

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 (specific)

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 any further. Before dealing with the ducks, you collar the 3 goats in the Alley pen that you think your neighbor (the judge) way want to buy and leave them in the alley pen. 5pts (specific)

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

Step 6: Once the ducks are secure, you move the 5 goats from the alley pen into the adjacent pen at the end of the alley so that your neighbor can view them better. 5 pts(pen)

Step 7: 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 8: 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. 5 pts (specific)

Step 9: 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(specific)

Step 10: You and your dog remove the 5 ducks from their pen into the paddock. 5pts (pen)

Step 11: You and your dog move the 5 ducks beyond the advanced handler’s line near the duck chute area. 5pts (specific)

\*NOTE: The crate can be opened once the ducks are between the paddock fence and advanced handler’s line.

Step 12: Once the ducks are beyond the handler’s line, they can be pushed into the chute and then into the crate. 20pts (chute)

\*NOTE: Advanced handlers cannot go closer to the chute than their designated line once the crate door is open. Once all 5 ducks are loaded into the crate, they can step over to close the crate. Open handlers can move freely to load the chute and crate.

Step 13: 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 their present pen to the Feeding station. 10 pts (pen)

Step 14: 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 15: 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. 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 may be on the course for all runs ie: rooster, llama, pot-bellied pig, geese,rabbit

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

Tie Breaker #1: Step 12- duck chute 20 pts. Tie Breaker #2: Step 7-gate sort