



# Course A: HJD

**All obstacles must be completed for a qualifying score.**

Handler may enter obstacles.  
 Daylighting means stock has to clear the obstacle completely, before reentering from the correct direction.  
 Time is completed when last head of stock crosses line.

Handler Post – 15' from set out.

3. Stock driven or fetched thru Panel Runway. If stock enters from the wrong direction, it must be daylighted. 1 Point per head of stock. 2 chances and then move on to the next

2. Stock is driven or fetched through the Y Chute. If stock enters from the wrong direction, it must be daylighted. 1 point per head of stock. 2 chances, and then move on to reopen.

4. Stock driven or fetched through Centerline Gate. If stock enters from the wrong way, it must be daylighted 1 Point per head of stock. 2 chances and then move on to the next obstacle.

5. Stock can be fetched or driven through the Panel Runway. 2 chances, and then move on to next panel. 1 Point per head brought through. Total of 3 to 5 with best attempt. If stock enters from the wrong direction, it must be daylighted.

6. Finish line. 1 Point per head of stock crossing on first try.

1. 1 Point per head of stock gathered and crossing start line at the same time, on first try.

**8 MINUTE TIME LIMIT**

Arena Size: Ducks-60x90 to 100x100  
 Sheep/Goats/Cattle-100x200 minimum

Set Out Pen

Panel Runway

Centerline Gate

Ducks 8'  
 Sheep 10- 24'

Ducks 4'  
 Sheep 10'

Ducks 4  
 Sheep 10'

Ducks 4'  
 Sheep 10'

Ducks 2' exit  
 Sheep 4' exit

Y Chute

Ducks 7' entrance  
 Sheep 12' entrance

FINISH LINE  
 10"

START LINE  
 10'