



1. All levels: Start in left hand side large holding pen with cattle. Do protection of handler & exit from pen via large gate into arena 1 (dog enters via gate, holds cattle back while handler enters pen, then keeps cattle off handler while handler goes around herd to ensure they are ok for being worked). Dog holds cattle back while gate is fully opened, then brings cattle out into arena 1.
2. Take cattle along fenceline heading to East side of arena. The dog should be in reasonably close proximity to the cattle (roughly within 10') and keeping the cattle moving down the marked pathway (*The first part of the road is along a fence, over a length of 165 feet and 26 feet wide bounded by poles or similar markers every 25 feet*) -- the handler may lead, walk to the side or be behind the cattle.
3. At the turn, a Y Chute at corner leads to second lane going along East side of arena. Y chute is negotiated as a drive by the Advanced level. For Advanced only, a car pass while cattle are being moved along East side (*The road at this point must be sufficiently wide to allow for the car to pass (20 feet minimum) and have a fence to allow the flock or herd to "lean" on the fence as the dog works the opposite side. The car pass shows the dog's ability to channel the flock in difficult situations with a vehicle passing from the front or overtaking the flock from behind*). The road will be marked as with the initial pathway, with poles or similar markers every 25 feet.
4. Turn and negotiate Z chute, **STOP cattle**, then negotiate turn into alley. *A panel or chute may be used to lead to the second part, which is also a distance of 165 feet along a natural path or between two fences about 20 feet apart as in a chute.* (note black line indicates a panel blocking access of cattle into property).
4. Exit arena 1 and go down alleyway to arena 2. **STOP (Advanced only)** at entrance to arena 2.
5. Enter arena 2 and take cattle thru fetch/drive panels (maltese cross?)
6. Turn, and do trailer load. Let cattle back out . **STOP** and hold back cattle while handler spreads out a small amount of grain on hay (advanced only).
7. Do graze (green spot) . Advanced handlers leave cattle on hay and go to other end of arena. Intermediate leave cattle and go halfway to the end of the arena. Started may stay at graze location.

8. Gather from hay. Advanced must be at end of arena (by gate). Intermediate half way and Started at graze location

9. Take cattle to exit gate, **stop cattle again**, sort out one head and put thru gate, then put thru remainder thru gate, enter pen runway area and reopen cattle.

Advanced must do obstacles as drive (ie cattle must precede handler and dog thru obstacles).

4 stops for Advanced.

2 for Intermediate

1 stop for Started (sort).