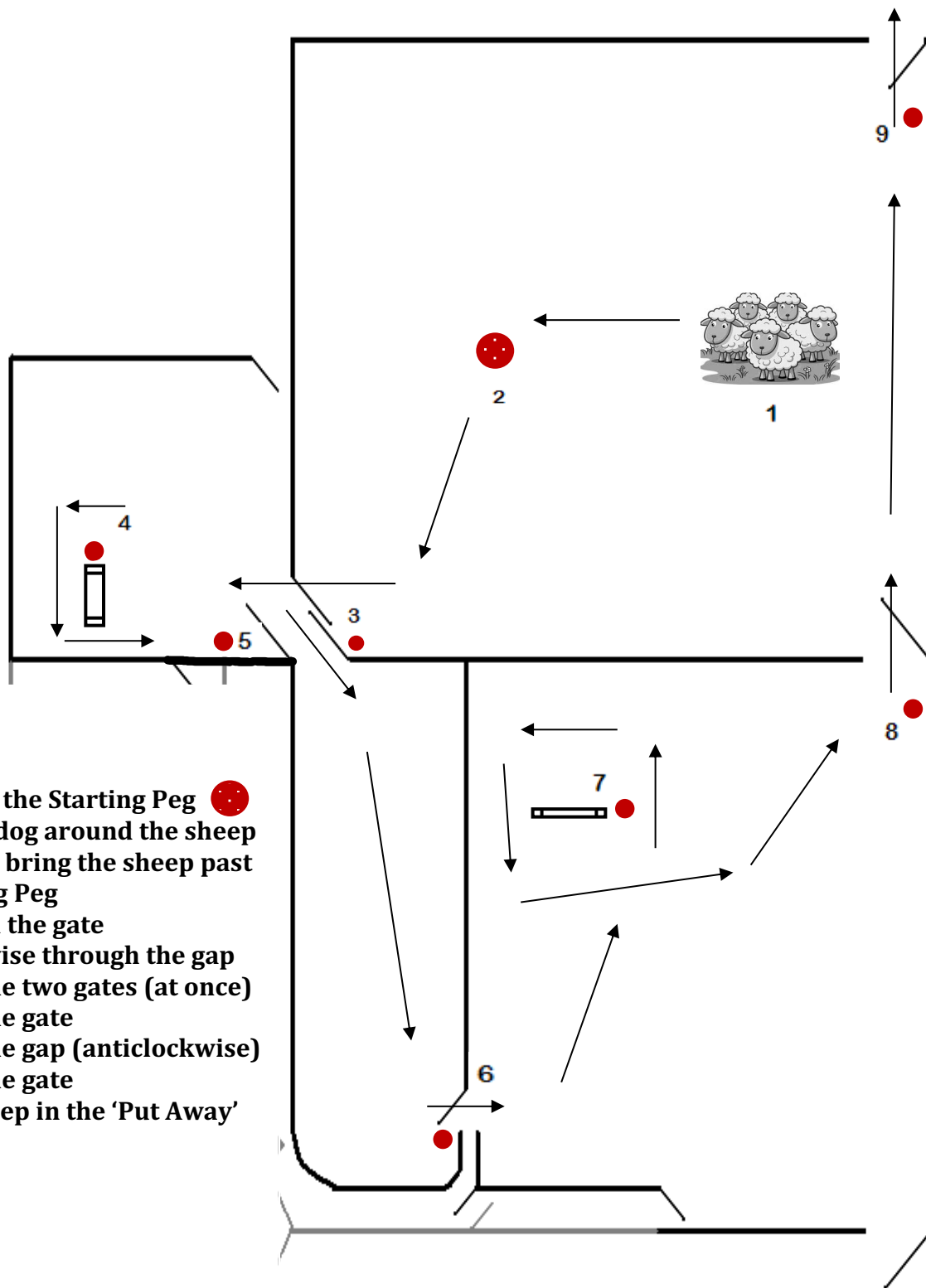




City Slicker Sheep Dog Trial



- Start:** Stand at the Starting Peg ●
1. Send your dog around the sheep
 2. Let the dog bring the sheep past the Starting Peg
 3. Go through the gate
 4. Anticlockwise through the gap
 5. Through the two gates (at once)
 6. Through the gate
 7. Through the gap (anticlockwise)
 8. Through the gate
 9. Put the sheep in the 'Put Away'

City Slicker Sheep Dog Trial

Rules are based on the Victorian Yard Utility Farm Dog Association's rules.

You start with 100 points

Points are deducted when:

- Sheep go off course
- Sheep go the wrong way through an obstacle
- Not all sheep go through the obstacle
- Gates aren't clear to open
- Dog crosses between sheep and handler
- Dog turn tails
- Dog works rough and/or bites
- Dog urinates or soils on the course ground
- Handler leaves a gate open
- Handler moves off the ● point before obstacle/gate has been completed
- Handler influences the flow of sheep
- Judge has to help out
- Course is not completed within the set time

(For full list see 'Competition Rules' chapter 13 and 14 on website VYUFDA www.vyufda.com.au)

Every judge is different, and the course can be altered by the judge.

To achieve maximum points, it is important to listen to the Judges Talk, which is held 15 minutes before the trial starts. This will be announced on the PA system on the day.