




ANNEX 3:

DESCRIPTION OF SOME MODELS OF OBSTACLES FOR INTERNATIONAL HERDING TRIALS, TRADITIONAL STYLE

FIELD AND ITS EQUIPMENT

- Herding events should be organized on fields sufficiently large to provide a maximum of security for the public, sheep and dogs and to offer the possibility to run the courses in different styles and levels.
 - The use of the site of the field is not allowed as from the evening before the event. The size of the pen and of the obstacles should be adapted to the number of sheep in the flock, unless their size is prescribed in the specific rules.
 - The area, the pen and the obstacles must be safe for the dog, the sheep and the handler.
 - The pen fencing must prevent the dog from getting in and the sheep from getting out.
 - Waiting or resting pens must be arranged in a way that the sheep are not stressed in any way.
 - The vegetation must be so low that it does not hinder the dog's view.
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OBSTACLES:

Describes some models of obstacles and how they can be done. Obstacles can be made both from natural objects (bales, fences, stone walls), and from special portable panels (gates). Panels must be suitable to build up different combinations of obstacles. Each type of obstacle may have several variations, and therefore a higher performance and a higher degree of difficulty. Some can also be taken in different ways; entering them to or leaving them from different sides. The obstacles must be safe for animals and/or handlers. The judge can choose own variants of obstacles or a method overcoming the obstacles.

PURPOSE:

The dog must demonstrate that it is able to drive sheep through obstacles calmly and smoothly, without stress.

DESCRIPTION:

Describes some models of obstacles and how they can be done.

The bridge must be in all classes.

The number of obstacles and ways of their passage depends on the class of difficulty in which the competitions are organized:

a) in IHT-1: bridge and 2 obstacles of type A (different gates and slalom);

b) in IHT-2: bridge and 1 obstacle of type A and 2 of type B (i.e. chute, transom);

c) in IHT-3: bridge, 2 obstacles of type B and 2 obstacles of type C (i.e. Maltese cross, crossroad, turkey's foot, sorting corridor, loading trailer).

The judge has to start evaluating of the obstacle when sheep are about 10 meters in front of obstacle.

To get full points all sheep must go through the obstacle. The judging ends when sheep are under the control by dog behind the obstacle.

SERIOUS MISTAKES:

Dog has not enough power to push sheep into the entrance of obstacle, one or more sheep do not go through the obstacle. Dog is not able to guard side exits of an obstacle.



Field – a surface of 50 x 100 m at the minimum, preferably even larger; it may be with natural barriers such as trees, but clearly framed. Fencing is recommended, but the border can be natural or artificial. The field must be clean before the event starts and must be without artificial obstacles. If there are already obstacles on the field, the judge can decide to leave them there but not to use them.



Pen – guarding exit of the sheep from the pen with a perimeter of at least 24 meters (the shape is not prescribed, it may be oval, square or rectangular), with a gate of at least 2 meters wide, ideally on hinges and with functional protection against opening by the sheep or by the dog.

Purpose: The dog takes the sheep out of the pen, calmly and without stress.

Description: The task is based on the fact that in TS practice the sheep know the dog and the shepherd. As they usually don't know each other at trials, they must be first introduced to each other. So, the handler at first can take his/her dog around the pen and introduce the dog to the sheep outside of the pen.

Time starts when the handler touches the gate to open it. The handler must enter the pen with the dog to observe their behavior and to introduce them to the dog inside the pen. Then the handler places the dog near the gate to prevent the sheep from taking off. After the handler opens the gate, the dog will drive the sheep out of the pen. The handler and the dog stabilize the flock outside of the pen and the handler closes the gate while the dog controls the flock. The evaluation of the pen ends when the handler sends the dog to lift the flock.

Serious mistakes: Dog hurries the sheep or chases and splits them, and/or their exit was too fast.



Re-Pen – control stabilization of sheep before bringing sheep back in the pen or other resting place at the end of a run. Re-Pen – can be the same as the exit-pen, or can be in another place and it can be a smaller one as the exit-pen. In IHT-3 it can be as a livestock trailer (for loading the sheep into it).

Purpose: To bring the sheep to their resting place, the pen (or a livestock trailer with loading ramp in IHT-3), in a calm way to avoid injuries, the sheep must not return too rapidly to the pen; jamming at the gate is not desirable.

Description: It should be accomplished by the active work of the dog under the command of the handler: it must be done calmly and without rush. Near the pen, the flock should be stabilized and held in place by the dog, while the shepherd opens the gate.

As soon as all sheep are inside the pen, the handler closes the gate while the dog is blocking the gate opening. Closing the gate means the end of the test and the time measurement.

Serious mistakes: The dog is not able to keep the sheep immobilized or to re-pen them, or if a sheep that already was inside runs out.

Grazing area, guarding border as the sheep graze/eat and not move



Grazing area – with a perimeter of at least 80 meters; square or rectangular. Preferably with vegetation to graze the sheep, but the vegetation may be replaced by hay, cereals or dry food. The boundaries of the grazing area should be marked, e.g. by poles (rods) on the edges, sand, sawdust, a plowed furrow etc., ideally natural boundaries like a path or a mowed strip.

Graze

Purpose: Grazing of the sheep in unfenced area. Calming down and starting the sheep to graze is one of the most important exercises. The sheep must not be disturbed and stressed, to be able to graze. However, it is important for them not to graze outside the borders of the grazing area.

Description: After taking the sheep to the grazing area (preferably to its centre) the handler and the dog must leave the grazing area. The handler commands the dog to guard the borders of the grazing area. The sheep should start grazing, or at least calm down in case they do not want to eat. It is usually sufficient for the flock to graze peacefully:

in IHT-1: about 2:00 minutes;

in IHT-2: about 2:30 minutes;

in IHT-3: about 3:00 minutes;

or more if the judge decides (the same for all teams in that class).

The task of the handler and the dog is to watch that the flock stays in the grazing area, but if a sheep leaves the space, the dog should bring it back. The style of the dogs in guarding the boundaries depends on the specific working style of the breed. Important is that the dog observes the sheep and keeps them in the delimited area on its own initiative. The judge gives a signal when the handler can order the dog to mobilize the flock to leave the grazing area.

Serious mistakes: Sheep leave the delimited area because the dog did not manage to guard it; or if the dog drives the sheep away.

Catch sheep – holding flock when handler catches one sheep



Catch a sheep

Purpose: The handler needs to catch one sheep when the dog is immobilizing the flock.

Description: While the flock is immobilized (**anywhere**, but better inside of the grazing area or the stop area) and calm in the indicated space, the handler catches and briefly holds a sheep. During this time the dog should contain the rest of the flock in the indicated space, if possible on its own initiative.

In IHT-1 the handler should catch a random sheep.

In IHT-2 the handler should catch a marked sheep by the neck or leg and take it to the edge of the flock.

In IHT-3 the handler should catch a marked sheep by the neck or leg, take it to the edge of the flock and/or let the sheep sit and/or take off the sheep neck collar or a similar thing and raises it above his/her head in his/her hand.

The handler is allowed to use a shepherd's crook to catch the sheep.

Serious mistakes: Dog doesn't hold the flock well.



Stop – control stabilization of sheep.

Stop line

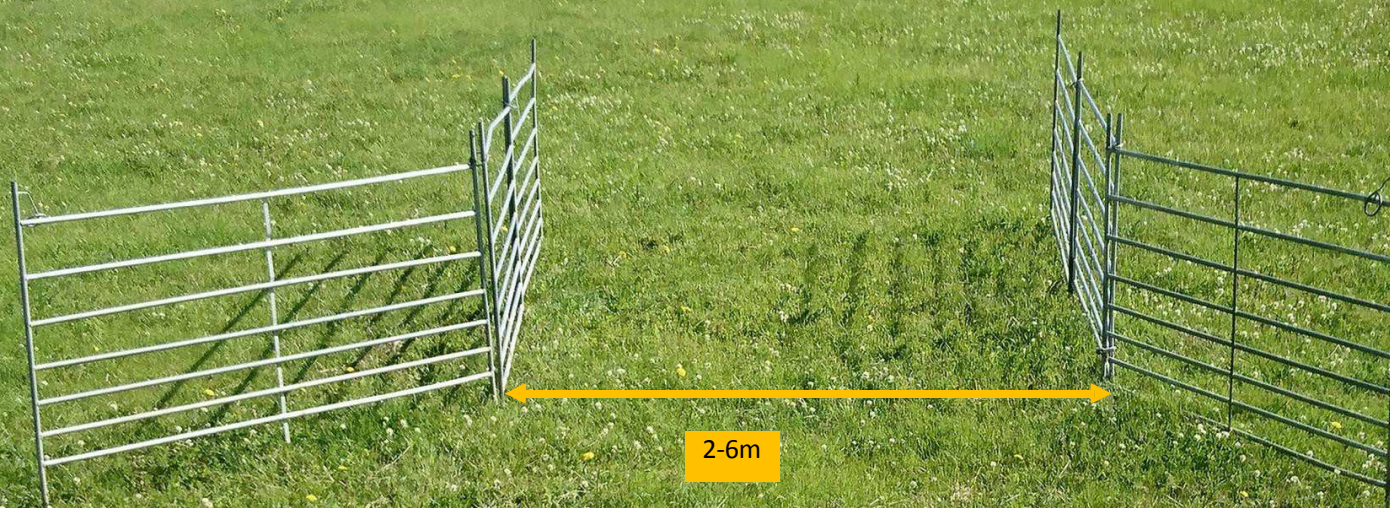
Stop

Purpose: As the flock must sometimes stop on the way to the grazing land and back, for example before a crossroad where vehicles run, the exercises include also stopping of the flock and protecting the stopping-line.

Description: The flock must be stopped within a delimited space with the help of active work of the dog that also protects the stop-line after the flock has stopped. As soon as the flock has calmed down, the handler goes to the delimited stop-line and looks both ways, similarly to crossing a real crossroad.

Serious mistakes: Dog or the flock pass the front stop-line of the space in the direction of movement, if the dog was not involved in stopping the flock, or when the stop is done too early.

Bridge – must be in all classes, with different constructions in different classes. The sheep, dog and handler must go through

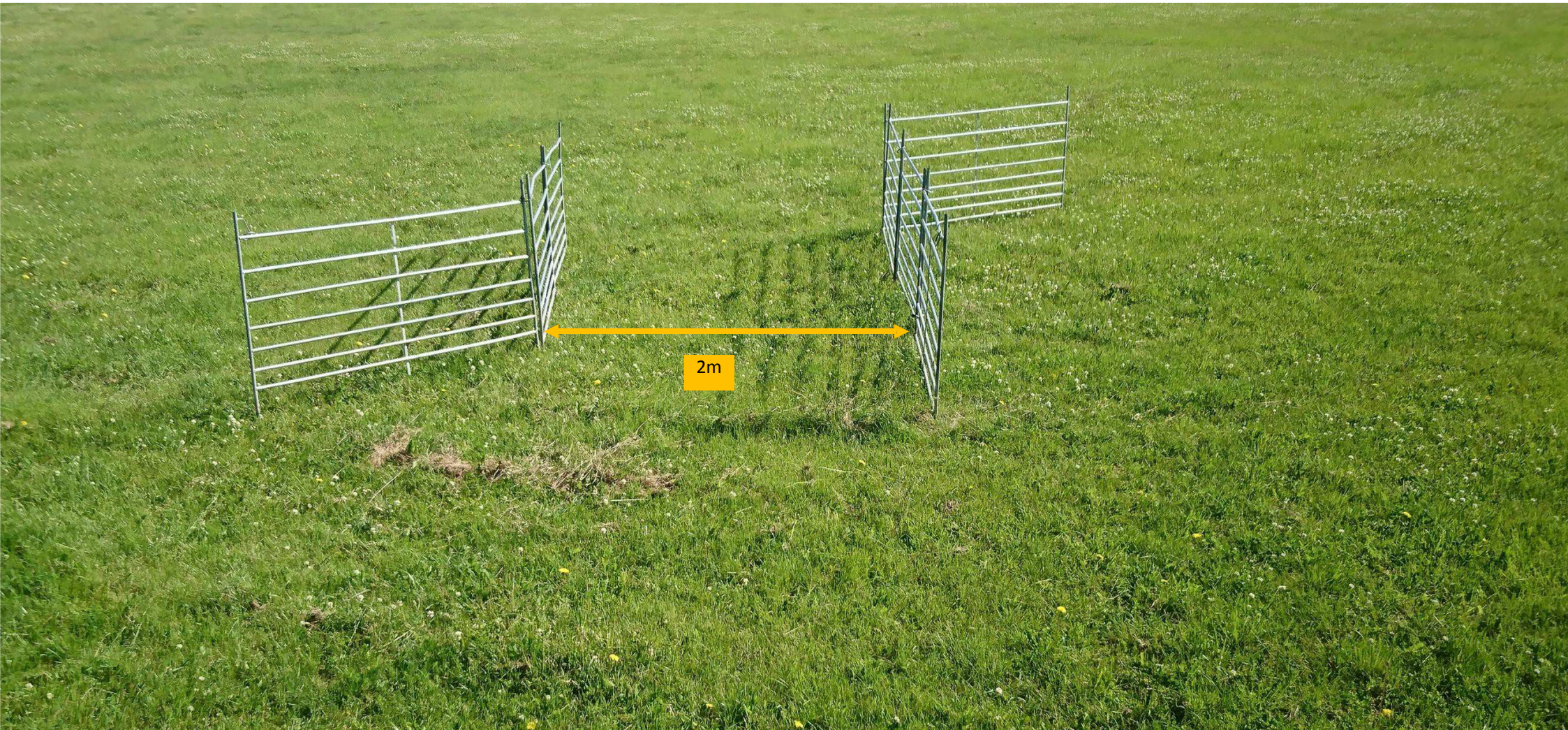


BRIDGE

Description:

It is not defined how bridge should look, the use of a natural bridge over a water-gutter or river is preferred. The crossing of the bridge is obligatory for every class. Everyone in team (sheep, dog and handler), must pass through the bridge.

In IHT-1 a bridge can be wide (2–6 meters) and with wide funnel, handler can go through it the first.



BRIDGE
Description:
It is not defined how bridge should look, the use of a natural bridge over a water-gutter or river is preferred. The crossing of the bridge is obligatory for every class. Everyone in team (sheep, dog and handler), must pass through the bridge.
IHT-2 is narrower and may have a narrower or any funnel, sheep must go through it the first.



2m

BRIDGE

Description:

It is not defined how bridge should look, the use of a natural bridge over a water-gutter or river is preferred. The crossing of the bridge is obligatory for every class. Everyone in team (sheep, dog and handler), must pass through the bridge.

IHT-3 may be narrow (2 meters or less) and/or equipped with a ramp.

Vegetation – only in IHT-2 and IHT-3: protecting forbidden area (vegetation or other crops) from the sheep.



Vegetation – guarding forbidden area

Purpose: While the sheep follow the handler, the dog should prevent sheep going into a forbidden area (e.g. vegetation).

Description: The dog should run back and forth on the suitable side of the flock out of the path on which the flock moves, showing the sheep that the vegetation is not intended for them. If a sheep leaves the path and goes into the forbidden area, the dog should drive it back.

Serious mistakes: Dog doesn't guard the forbidden area well

Vehicle /Traffic— only in IHT-3, a car or another type of transport to simulate traffic on a road



Traffic – guarding sheep from the vehicle

Purpose: The sheep follow the handler on the road, while the dog is guarding the sheep against the vehicle – a moving vehicle constitutes a danger to the sheep.

Description: The dog should hold the suitable side of the road free for traffic by running back and forth on that side of the flock when the flock is moving on the road. This exercise can be performed on a real road or on a simulated road that can substitute the conditions occurring on a real road. The road must be clearly delimited and at least one of its sides must be so distinctively marked that the flock can orientate itself on it during.

The movement. It is suggested to fence one side of the road, so that an eager dog does not push the flock out of the road. The judge may include only one direction of move of the vehicle (usually in the direction opposite to the move of the sheep). That has multiple reasons: either there are not 2 vehicles available, or the available vehicle cannot turn and travel back due to variable reasons, or it would be too complicated (e.g. due to damaging vegetation during the turns of the vehicle).

Serious mistakes: Dog doesn't guard sheep well.

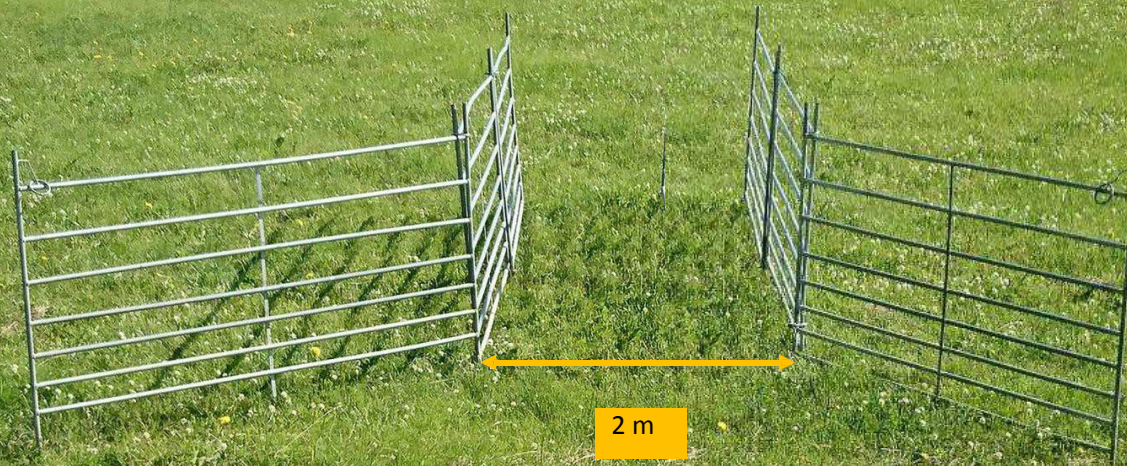


Slalom: IHT-1 and IHT-2

Obstacle type A (easy) - the way of overcoming them is fully depends on the handler.

Mostly the handler is the first one who passes through an obstacle, followed by a sheep and finally by a dog.

Chute Y type (whit funell)



Difficult obstacles

Chute (aisle, corridor).

These obstacles represent an aisle or corridor natural or artificial, which sheep need to go through.

The shape of these obstacles can have forms of letters (Y, L, U or Z).

Because the sheep do not see through the Chute obstacles type L, U or Z, they are a bit more difficult than the L type.

The width of the corridor can be approximately 2 meters; the length is usually more than 2 meters.

The panels, usually 8, have a length of 2 meters, but it is not a requirement. The entry part can be built as funnel shape.

Chute (aisle, corridor) can be used in classes IHT-2 and IHT-3.

However, good judgment requires that all sheep pass through and the first.

Chute Y type (whit funell)



Chute II type (alley whitout funell)



2m

Chute L type (1 direction changes)



Chute L type (1 direction changes)



Chute L type (1 direction changes)



Chute U type (straight center panel)

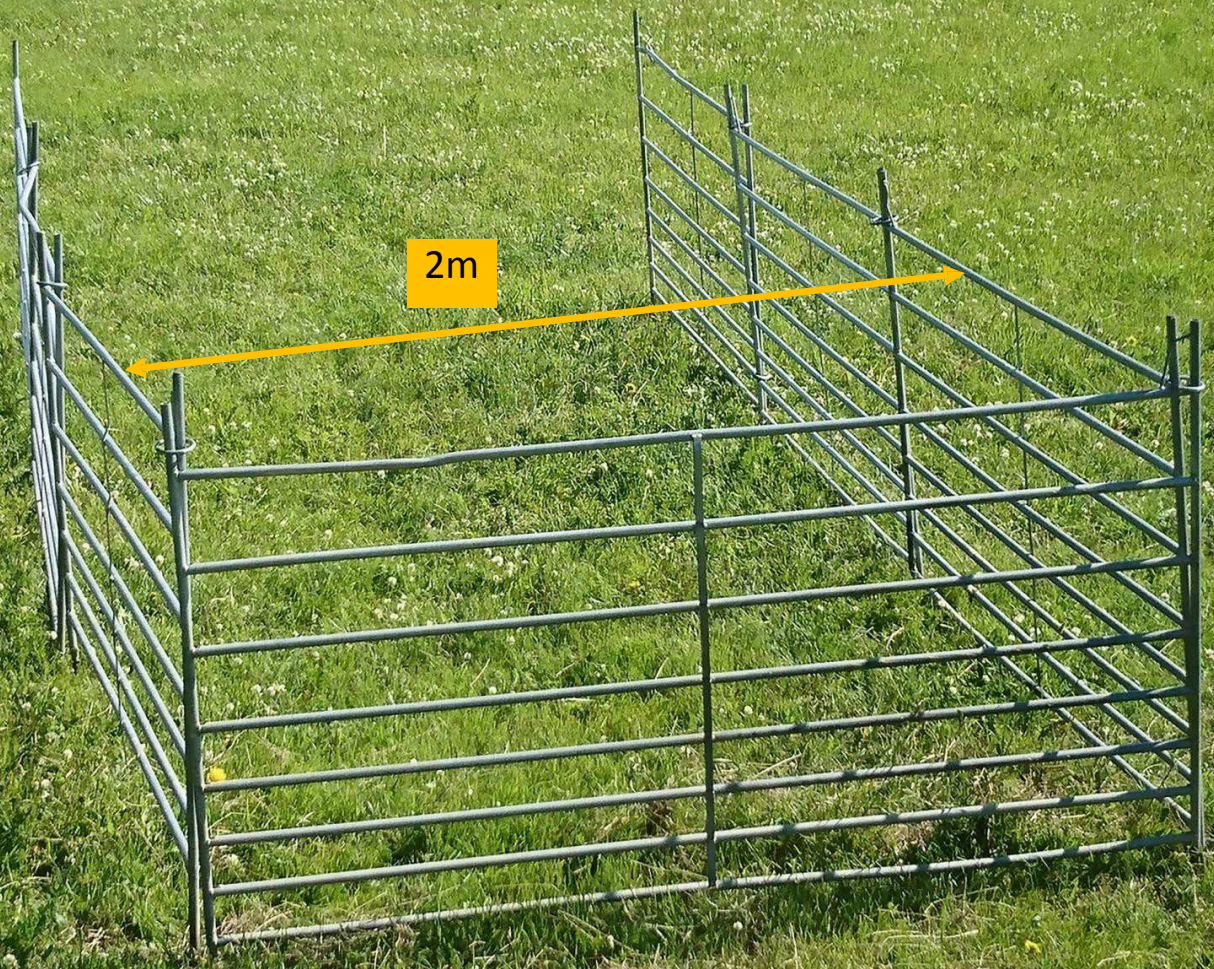


Chute U type (obliquely center panel)



2m

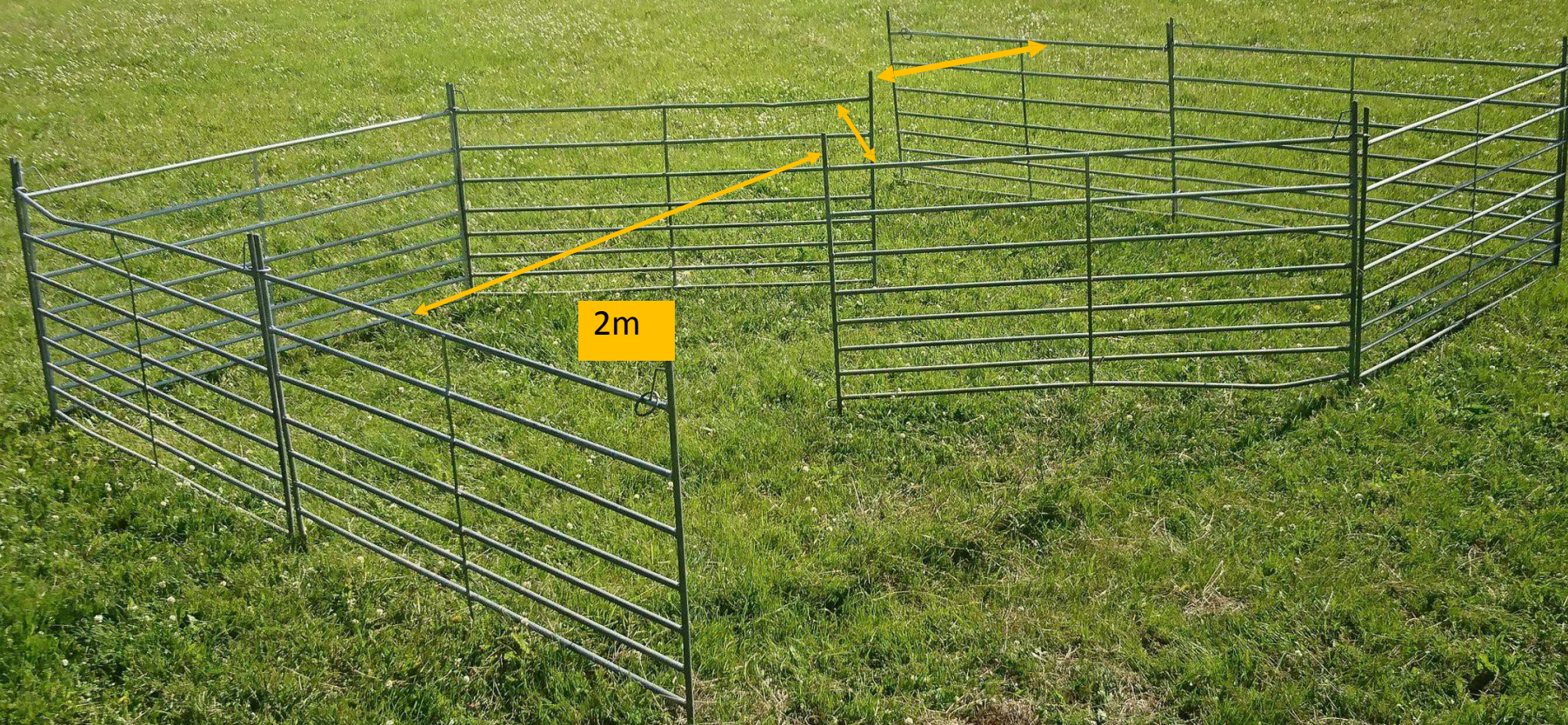
Chute U type (blind alley)



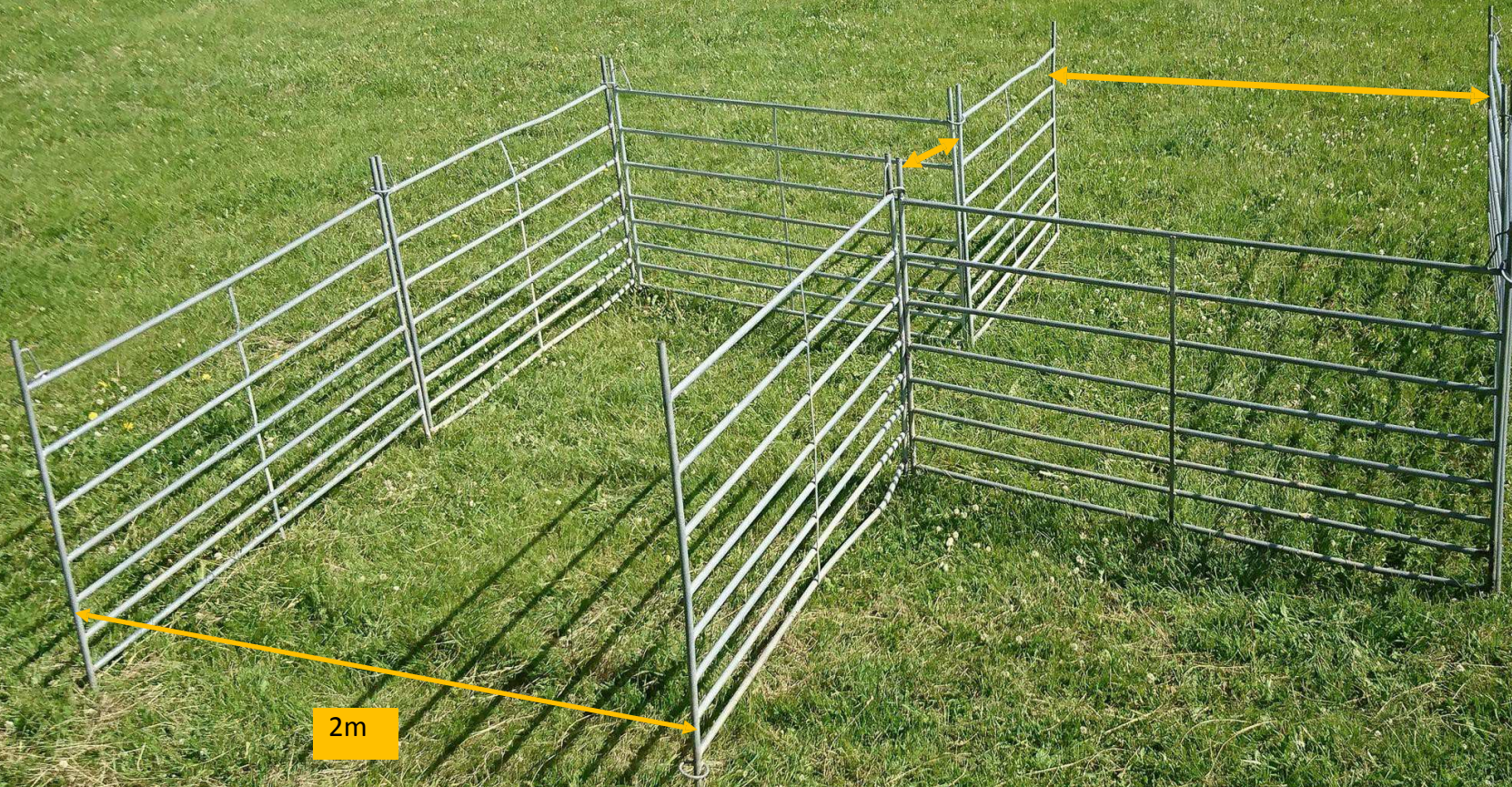
Chute Z type (2 direction changes)



Chute Z type (2 direction changes)



Chute Z type (2 direction changes)



2m

Transom (travers, resp. Drive sheep around border)



Transom (sometimes named Travers)

This challenging obstacle should simulate a winding, usually narrow path that is somehow unsuitable to be walked by the handler; therefore the flock must be controlled only by the dog, making the sheep to change the direction of their walk.

During the whole performance of the obstacle, the handler must be on the side of obstacle opposite to the sheep and dog side.

The dog is driving (traversed) sheep on the one side of obstacle and handler on the other side.

The border between the handler and the sheep with a dog can be defined firmly (by fence or several panels) or only visually (by a ditch, furrow or tape strapped between the posts), which is more demanding. The border may be differently angled, or it may consist of two or more different parts.

The entrance to the obstacle or the exit from it can be delimited by a fence in such way, that the flock must turn while entering or leaving the obstacle.

The obstacle can be overcome from the right or from the left (depends on the judge's decision). Also judge can leave the decision upon the handler.

The judge assesses how the dog can control the movement of the herd along the border the closer the sheep's movement are to the border, the better.

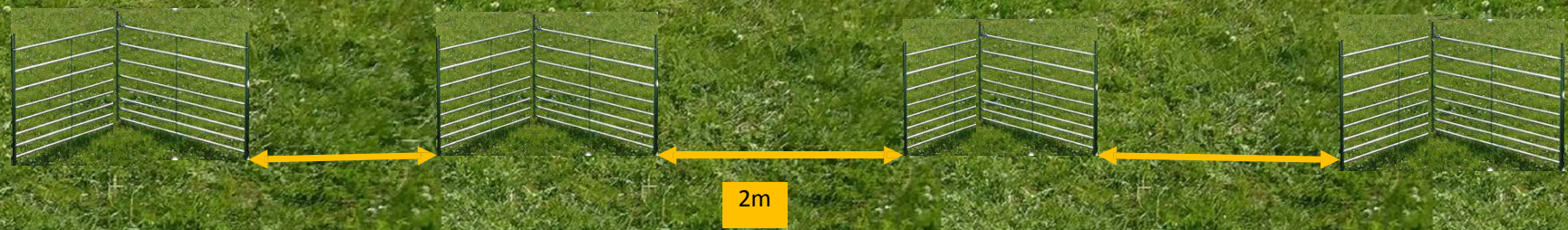
Transom (travers, resp. Drive sheep around border)



Transom (travers, resp. Drive sheep around border)



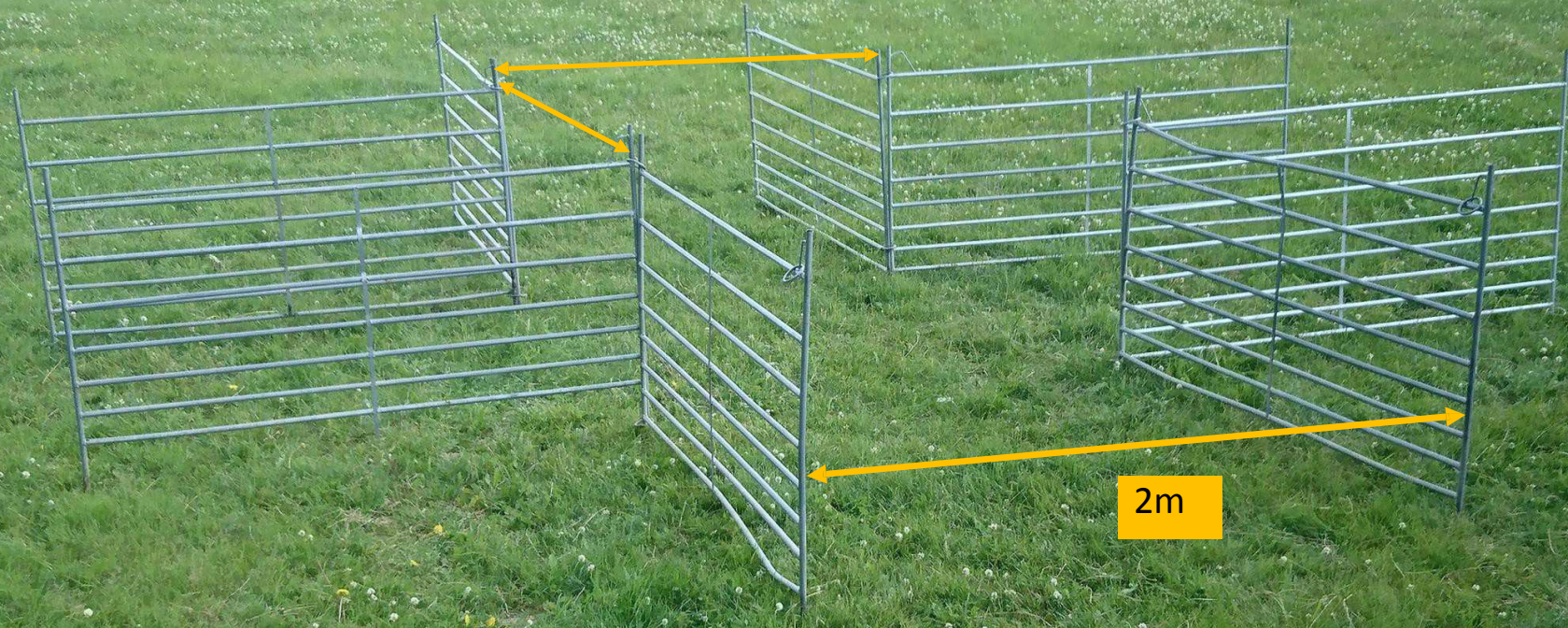
Difficult slalom



Difficult slalom (with corners). Difficult slalom is made up of corner panels. The sheep must pass through the hole between the panels. The distances between the panels must be the same for both the entrance and the exit, i.e. 2 meters. The handler can only move on one side along a row of panels.

VERY DIFFICULT OBSTACLES

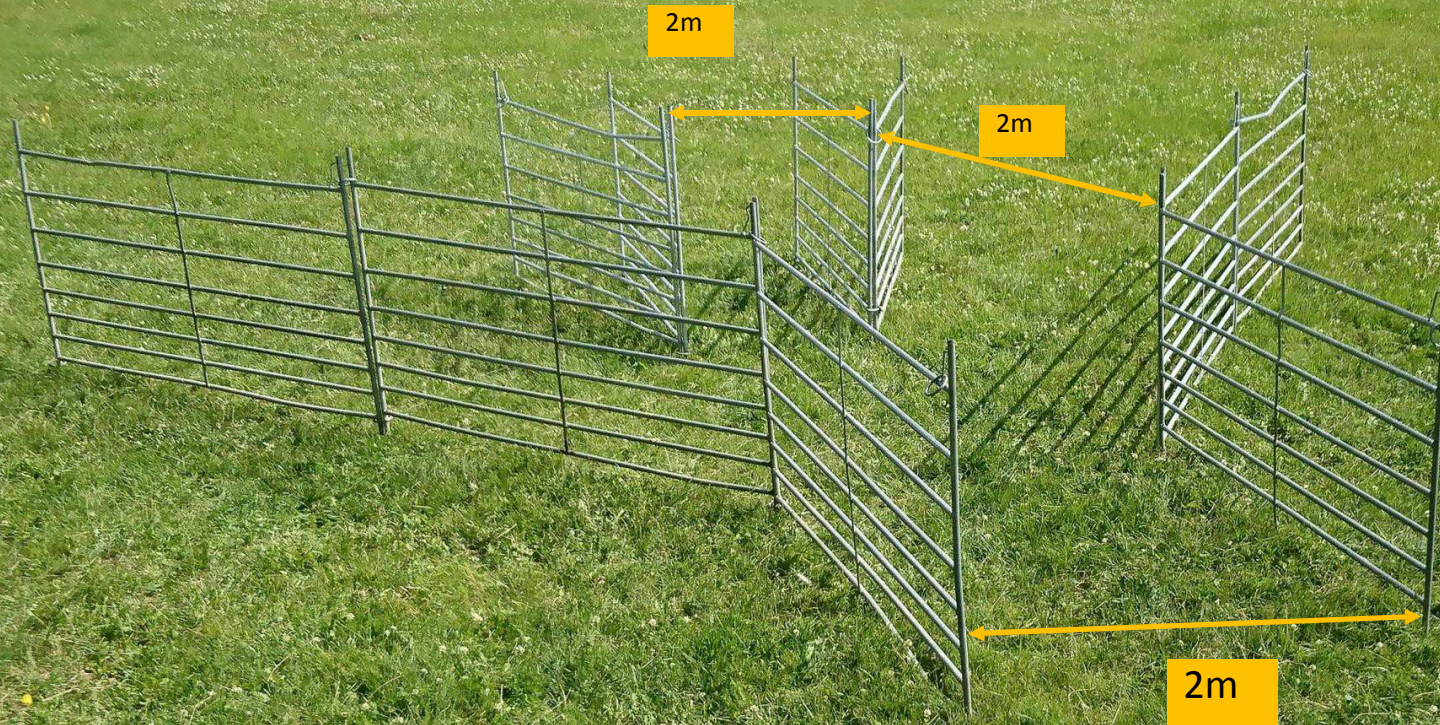
Description: These obstacles require fast response from the dog and good foresight from the handler who must anticipate how the sheep will pass through the aisles, either straight or turning inside the obstacle. The dog should prevent these obstacles by facing the exit that should not be used by the sheep. The problem is that there are more exits, and each of them can be on different side. Additionally, the dog must help the handler to push the sheep into the obstacle, and sometimes more times. Specific obstacle is loading trailer, which can be with or without pen. This obstacle can replace Re-pen.



Maltese cross.

Unlike a normal cross, the arms of the Maltese cross are wider from the centre outwards. But the profile of the obstacle resembles rather a normal cross. The task of the handler and the dog is to drive the sheep through the entrance so that they pass through the aisle straight (so that the obstacles do not fall into one or the other exit). Then the sheep have to be directed by dog to enter the lateral opening and once again they have crossed the obstacle straight. The handler can only move between the one hole of obstacle and the other. Handler can leave its place only when the first sheep leave the obstacle.

Turkey's foot



Turkey's foot and Crossroads:

These obstacles are built on the principle of the Maltese cross; only panels are assembled differently. The sheep should pass the obstacle straight or "in cross". The dog should control the sheep to make them pass the aisle, turn left or right and then make them pass the aisle lying across the first one. No sheep should deviate from the track inside the aisle. Unlike the sorting equipment, the handler can lure the sheep to himself, which means that he need not wait for the first sheep to pass the exit from the obstacle. The judge evaluates positively when a dog has so much power to push sheep into the entrance of obstacle and is able to guard side exits from obstacle. The judge can award different amount of points depending on whether the sheep return to the obstacle after they left it or not.

The profile of the obstacles "Turkey's foot" recalls chicken's claw with three fingers.

Crossroads



2m

Sorting corridor



Sorting corridor.
This equipment can help the handler to sort the sheep, i.e. to single out one sheep or a group of sheep characterized by something attribute, e.g. by colour. The sheep must be "pushed" into an entry widened in form of a funnel, with the help of the dog. The handler should not pass the line of the front side of the funnel-like widening. The obstacle can have gate that can be used to close the shee within the tunnel to prevent them from running out. The motive consists in the fact that the handler must be able to sort the sheep in an unmolested manner. The second part of the equipment consists of a narrow (about 50 cm) and long (at least 2 m) aisle that may, but need not be terminated by a rotary sorting device that can help to release the sheep to one or to the other side. The sheep must pass through the narrow aisle. The handler can help the sheep to pass the aisle by pushing them «gently» with his hand or stick. The sheep can be "pushed" into the aisle also by the dog, from the side of the opened or closed funnel-like entry. The sorted sheep can be released from the obstacle to an open space or to an adjacent box. There can be one box, but there can be also two boxes of different sizes, according to the required size of the sorted groups. In IHT-2 obstacle can be very simple built (only funnel and narrow aisle), in IHT-3 can also be equipped with entry or entrance box, bathtub, fixing box or with rotary sorting device.

Loading trailer



Loading trailer

The loading trailer is very difficult task because the sheep must be driven via a sloping ramp into the dark area of the lorry.

Loading trailer can be also end of trial "Re-Pen"

Purpose: To bring the sheep to their resting place, the pen (or a livestock trailer with loading ramp in IHT-3), in a calm way to avoid injuries, the sheep must not return too rapidly to the pen; jamming at the gate is not desirable.

Description: It should be accomplished by the active work of the dog under the command of the handler: it must be done calmly and without rush. Near the pen, the flock should be stabilized and held in place by the dog, while the shepherd opens the gate.

As soon as all sheep are inside the pen, the handler closes the gate while the dog is blocking the gate opening. Closing the gate means the end of the test and the time measurement.

Serious mistakes: The dog is not able to keep the sheep immobilized or to re-pen them, or if a sheep that already was inside runs out.