

SHORT COURSE RULES (A guideline for competing and judging a short course)

The arena is to be a fenced off enclosed area a minimum of 45 metres square. The course layouts are to be similar at each event, but will be set out to best suit the arena. The course should be six metres wide.

Time allowed is to be a minimum of six minutes and maximum of ten minutes (depending on time, sheep and course layout)

Time and judging commence once the sheep have cleared the gap (first obstacle). The judge is to call "time". The Judge may use their discretion if the competitor is not making a concerted effort to get the sheep through the gap.

Competitor must stay inside the free working area as defined before start time of trial. I.e. Sheep must clear gap or first obstacle before advancing.

Competitor must not go past the line of obstacle in each section until all sheep are clear. If the competitor crosses the line prior to all stock having cleared the obstacle/line this will result in loss of the whole section's points.

The competitor can walk through the obstacles. If the sheep are touched during the run the competitor may be penalized.

The competitor has freedom of movement between obstacles i.e. Drive or pull between obstacles or do both. Either on the left or right side.

Ideally stock will progress in straight lines. No turn backs or loss of points will result.

A deduction will occur if stock stray off line of the six metre course.

Dog must be under control at all times and showing control of sheep.

Severe bite or dog chasing sheep will be disqualification.

It is optional for the organizing committee whether the gate has a latch or not but the competitor's hand must be at the head of the gate and remain there until the gate is closed. The gate may be swung at the discretion of the organising committee running the event off either left or right post but must be opening out from the yard. If the competitor takes his/her hand off the gate will be loss of points. A rope can be attached to the gate and the handler is allowed to move within the confines of the rope but once picked up the rope cannot be dropped without loss of points.

All sheep must be completely past the front line of the pen or yard before the competitor may close the gate. If, however, all or any of the sheep should escape by any other means, the competitor may continue to close the gate, and the sheep shall be considered penned.

If any sheep escape from the pen over the line of the gate after the worker has commenced to close the gate they may pen the sheep but not stop walking. If the sheep are not then penned, the worker forfeits the points for that section.

Should the dog leave his position at the pen (eg going behind the worker or behind the pen) there will be a loss of points,.

A cross will be a loss of section points.

Competitor can only lose twenty points per section.

No move on allowed until section completed.

If there is a tied score the competitor with the fastest time out of the tied scores is the winner.

20 POINTS ALLOCATED PER SECTION – TOTAL 100 POINTS

GAP TO RACE	20	
RACE TO CORNER	20	
CORNER TO YARD	20	
YARD TO GATE		20
GATE TO PEN	20	
TOTAL	100	

Handler and dog status shall be that which has been attained in either a Three Sheep Trial or Short Course. However a dog winning a Short Course will not break its Three Sheep Trial status.

(i.e. If a dog wins a Novice Three Sheep Trial it can no longer compete in a Novice Short Course but if a dog wins a Novice Short Course it is still able to compete as a Novice in a Three Sheep Trial.)

