

THE RESDA COURSE

SCORING

Scoring of the course is divided into seven different areas. At most RESDA trials, each team starts with a maximum of 50 points. At some ranch trials, maximum points for the out-run, lift and fetch are increased to 25, and overall points are increased to 60. A key goal is to minimize exertion on the part of the sheep, so sheep should be moved in a direct line through each part of the course. The line followed by the sheep is an important aspect of the scoring, as well as competent completion of each part of the course.

OUTRUN, LIFT AND FETCH

(UP TO 15 points; 25 for Ranch trials)

After three sheep are let out, the dog is released and runs up the right or left side of the arena to complete “the outrun.” At the top of the course, the dog gains control of the sheep in a motion called “the lift,” then brings the sheep down the arena and around the pen in either direction to complete “the fetch.” Outruns should be wide. The dog should control the sheep as quietly as possible and bring them down the arena in a straight line. All three sheep must go around the pen in the same direction. The handler must remain fully behind the pen and not

FIRST AND SECOND PANELS

(UP TO 5 points each)

The sheep should remain together and under control. They should be moved at a calm and steady pace. All three sheep must pass through the opening between the panels in the forward direction. The handler must be standing on the base next to the panel when the sheep go through or it doesn't count. The fewer unsuccessful attempts at an obstacle the higher the score.

CHUTE (UP TO 10 points)

Getting the sheep through the chute is one of the most challenging parts of the course and often separates winners from hopefuls. The handler stands on the base next to the chute opening and gives the dog commands to help him or her guide the sheep through the narrow opening. The team must

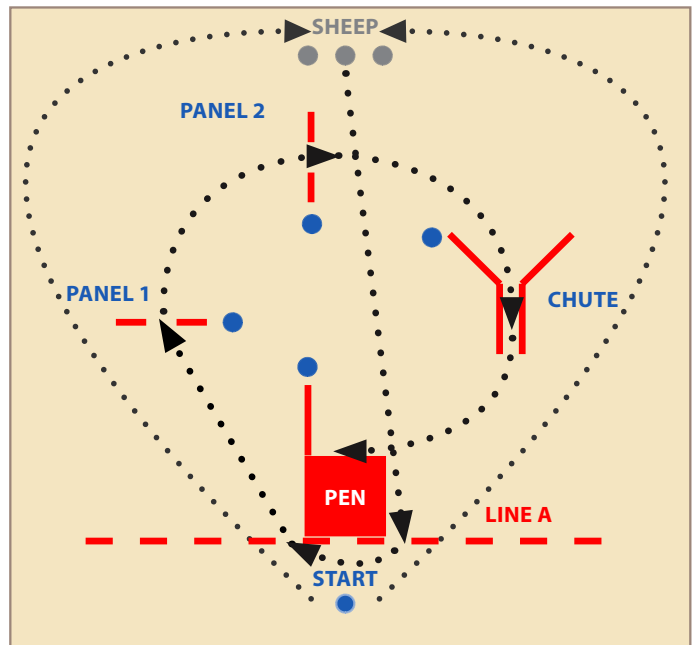
make two attempts at each obstacle (panels and chute) before they can move on to try for the next. Each team must successfully complete two out of the three arena obstacles (panels and chute) before proceeding to the pen.

PEN (UP TO 15 points)

The handler opens the pen and stands on the base while the dog attempts to guide the sheep into the enclosure. The handler cannot close the gate until all three sheep are completely within the pen (no shoving with the gate.) Any movements by the sheep past or around the pen will result in a loss of points.

TIME LIMIT

Each dog and handler are allowed a maximum of ten minutes to complete the course. Timing starts when the dog is sent from behind the pen at the beginning of the run.



RESDA COURSE DIAGRAM