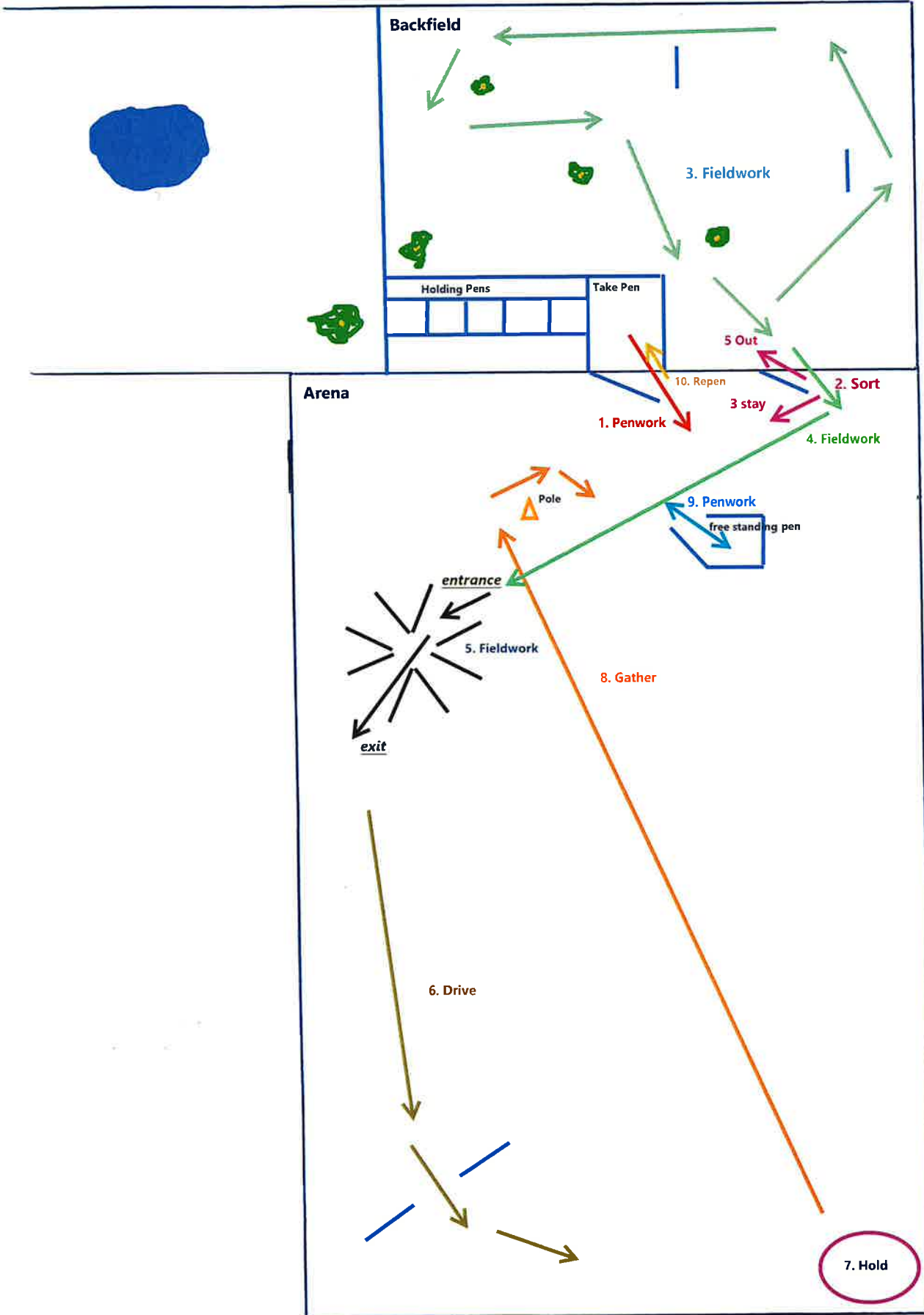


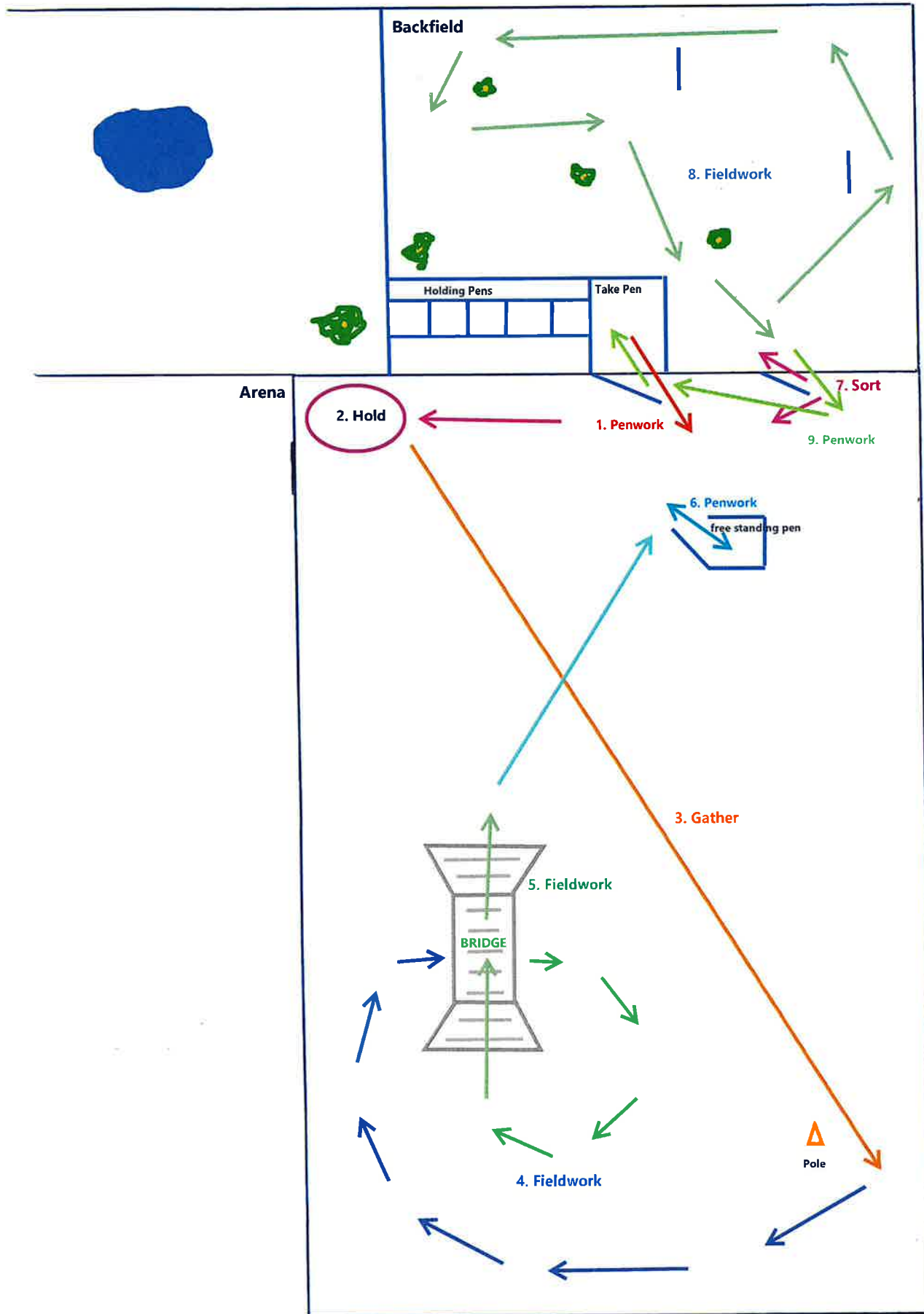
Ducks Course #1

1. Penwork (8 Points)
Take the 8 Ducks out of the take pen. Task ends when the Ducks are in the arena and the gate is closed.
2. Hold (10 Points)
Bring ducks to the left corner. Hold the Ducks in the left corner. Task ends when the Judge calls it.
3. Gather (18 Points)
Leave the Ducks, go to the Pole, dog stays with the Ducks. Call the dog off. From there the Handler sends the dog to gather the Ducks. Task ends when the Ducks crossing the line between the pole and the fence on the right.
4. Drive (12 Points)
Drive the Ducks thru the obstacle in the left corner. Task ends when they cross the line of the obstacle.
5. Tunnel (20 Points)
Work the Ducks thru the tunnel. Task ends when the Ducks left the exit.
6. Penwork (15 Points)
Bring Ducks to and in the free standing pen. Close the gate. Then put them out in the arena. Task ends when the gate from the pen is closed again.
7. Sort (15 Points)
Bring Ducks to the gate to the backfield. Sort 5 Ducks out in the backfield. 3 marked Ducks stay in the arena. Task ends when the sort is done and the gate is closed.
8. Fieldwork (17 Points)
Work the 5 Ducks counter clockwise along the fence and back around the trees like in the drawing to the gate. Task ends when the Ducks are back at the gate.
9. Penwork (10 Points)
Bring the 5 Ducks back in the arena to the 3 Ducks and bring them in the take pen. Task ends when all Ducks are in the take pen and the gate is closed.



Ducks Course #2

1. Penwork (7 Points)
Take the 8 Ducks out of the take pen. Task ends when the Ducks are in the arena and the gate is closed.
2. Sort (15 Points)
Sort 5 Ducks out in the backfield. 3 marked Ducks stay in the arena. Task ends when the sort is done and the gate is closed.
3. Fieldwork (17 Points)
Work the 5 Ducks counter clockwise along the fence and back around the trees like in the drawing to the gate. Task ends when the Ducks are back at the gate.
4. Fieldwork (8 Points)
Bring the 5 Ducks back in the arena to the 3 Ducks and bring them to the entrance of the Maltese Cross on the left. Task ends when the Ducks reached the Maltese Cross.
5. Fieldwork (18 Points)
Work the Ducks straight thru the Maltese Cross and out of the exit. Task ends when the Ducks left the exit.
6. Drive (12 Points)
Bring the Ducks thru the free standing obstacle in the corner. Task ends when they have crossed of the obstacle.
7. Hold (10 Points)
Bring the Ducks in the right corner. Hold the Ducks in the right corner. Task ends when the Judge calls it.
8. Gather (18 Points)
Leave the Ducks, go to the Pole, dog stays with the Ducks. Call the dog off. From there the Handler sends the dog to gather the Ducks. Task ends when the Ducks are driven around the pole clockwise.
9. Penwork (15 Points)
Bring the Ducks to and in the free standing pen. Close the gate. Then put them out in the arena. Task ends when the gate of the pen is closed again.
10. Penwork (5 Points)
Bring the Ducks back in the take pen. Task ends when the gate is closed.



Ducks Course #3

1. Penwork (8 Points)
Take the 8 Ducks out of the take pen. Task ends when the Ducks are in the arena and the gate is closed.
2. Hold (10 Points)
Bring the Ducks to the left corner and hold them there. Task ends when the Judge calls it.
3. Gather (18 Points)
Leave the Ducks, go to the Pole, dog stays with the Ducks. Call the dog off. From there the Handler sends the dog to gather the Ducks. Task ends when the Ducks cross the line between the pole and the fence on the right.
4. Fieldwork – Bridge (16 Points)
Bring the Ducks to the left side of the bridge and work them in a clockwise circle like in the drawing under the Bridge.
5. Fieldwork – Bridge (16 Points)
Go on in clockwise direction to the entrance of the bridge and work the Ducks over the bridge. Task ends when all Ducks have cleared the bridge.
6. Penwork (15 Points)
Bring Ducks to and in the free standing pen. Close the gate. Then put them out in the arena. Task ends when the gate from the pen is closed again.
7. Sort (15 Points)
Bring Ducks to the gate of the backfield. Sort 5 Ducks out in the backfield. 3 marked Ducks stay in the arena. Task ends when the sort is done and the gate is closed.
8. Fieldwork (17 Points)
Work the 5 Ducks counter clockwise along the fence and back around the trees like in the drawing to the gate. Task ends when the Ducks are back at the gate.
9. Penwork (10 Points)
Bring the 5 Ducks back in the Arena to the 3 Ducks and bring them in the take pen. Task ends when all Ducks are in the take pen and the gate is closed.