FEDERATION CYNOLOGIQUE INTERNATIONALE (AISBL)

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FCI RULES FOR INTERNATIONAL HERDING TRIALS
TRADITIONAL STYLE
"FCI IHT TS"

(excluding Border Collie)

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N.B.: Terms referring to natural persons are applicable to both genders and numbers.

1. INTRODUCTION

1.1. FCI International Herding Trials in Traditional Style (IHT TS) are carried out in order to preserve the characteristics related to the ability to handle sheep and obtain **this aptitude** through the work of many herding dog generations at sheep flocks. The IHT TS rules are set up in this sense.

1.2. The breeds eligible for participating in the TS have very different backgrounds. Some breeds evolved in boundary work (guarding border) in agricultural areas, others had to work with sheep **on high plains in the mountains**.

1.3. In the TS there was and is daily contact of the farmer/shepherd with his flock to feed them or to graze them in unfenced areas. Their sheep have no fear of humans or dogs, they just respect them. The sheep trust their shepherd and are willing to follow him to new grazing land or to be milked.

1.4. In the IHT TS the dogs have to prove that they have the qualities to be a ~~farm dog or~~ shepherd dog. The task of dogs is handling the flock by taking them in or out of a pen and controlling the movement of the flock in simple manoeuvres and correcting sheep that split off the flock.

1.5. The FCI carefully provides exercises which all dogs in the TS are able to perform; looking for the common ground of variability of the herding style of the breed.

2. GENERAL CONDITIONS

2.1. The main principles for IHT TS are to be found in the "GENERAL CONDITIONS FOR THE ORGANIZATION OF FCI HERDING EVENTS (NHAT – HWT – IHT)".

2.2. The IHT TS must be recognized by all FCI members and contract partners.

3. PERFORMANCE CLASSES

3.1. The competitions are conducted in three classes of difficulty; IHT-1, IHT-2 and IHT-3.

3.2. The differences in classes are:
   a) much stricter requirements for the dog's skills;

   b) relatively less time for the completion of all exercises;

   c) more time set to guard sheep in the grazing space;

   d) greater length of the whole course;

   e) grazing area partly or not fenced;

   f) shorter or longer distances between obstacles;

   g) more exercises, more difficult obstacles.

   h) *the number of sheep may vary in the different classes (the number of sheep may be higher in the higher classes to make passing the obstacles more of a challenge).*

4. SPECIFIC CONDITIONS

4.1. Area and its equipment

4.1.1. **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 *or* not to use them.

4.1.2. **Grazing area** – with a perimeter of at least 80 meters; square or rectangular. Preferably with vegetation *for the sheep.* The boundaries of the grazing area should be marked, e.g. by poles (rods) on the edges, sand, sawdust, a *ploughed* furrow etc., ideally natural boundaries like a path or a mowed strip. ***The grazing area may be fenced on one or two sides or without any fencing.***

4.1.3. **Obstacles** – ANNEX 3 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.

4.1.4. **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.

4.1.5. **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).

4.1.6. **Course** – natural or simulated way with natural and/or artificial obstacles/exercises.

4.1.7. **Markings** – poles or other items or a natural point to mark the places of change of direction (at least 4), stopping area (at least 4), grazing area (at least 4), or possible places that should be avoided.

4.1.8. **Vehicle** – only in IHT-3, a car or another type of transport to simulate traffic on a road.

4.2. Number of sheep

4.2.1. The flock for each run must consist of a minimum of 10 sheep, preferably more.

4.2.2. The total number of the competing teams must be limited by the organizer in view of the total number of the sheep available, with respect to the requirements on arranging the welfare of the animals.

4.3. Time

4.3.1. The measuring of time starts when the handler touches the gate to open it and ends when the handler has shut the gate after Re-Pen. If the team does not manage to finish the exercises within the specified time of maximum:
    a) 25 minutes in IHT-1;
    b) 30 minutes in IHT-2;
    c) 35 minutes in IHT-3;
or less when the judge decides (but the same for all teams and pre-informed).
Only the points of the finished exercises acquired within the time limit are counted.

4.3.2. Too fast progress when fulfilling the exercises does not reflect a good performance, so it is up to the handler to plan the time needed for the fulfilment of the exercises very carefully.

5. EXERCISES

5.1. The exercises which include *control of the flock*

5.1.1. **Pen** – guarding exit of the sheep from the pen.

5.1.2. **Stop** – control stabilization of sheep.

5.1.3. **Graze** – guarding border as the sheep graze/eat and do not move out of the grazing area.

5.1.4. **Catch sheep** – holding flock when handler catches one sheep.

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

5.1.6. **Traffic** – only in IHT-3; protecting sheep against a car or another type of transport simulating traffic on a road.

5.1.7. **Re-Pen** – control *by stabilizing* sheep before bringing sheep back in the pen or other resting place at the end of a run.

5.2. The exercises which include conduct exercises.

5.2.1.   **Moving** – guiding the flock on the way to the grazing area and back;

5.2.2.   **Obstacles** – e.g. bridge, gate, chute, crossroad, slalom, sorting corridor.

5.2.2.1. Distance work – only in IHT-3 distance work can replace one of the obstacles type C (for example: collect the sheep from the distance and move the flock to the handler).

5.3. Behaviour

Evaluation of functional activity, *style, power* and gentleness of the dog, and cooperation with the handler.

6. EXERCISES AND POINTS EVALUATION

6.1. The exercises which include *control of the flock*

6.1.1. Pen

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. The handler at first can take his 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 behaviour 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 lift 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. Their exit is too fast or if a sheep that already was outside runs back inside.

6.1.2. 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.

6.1.3. Graze

Purpose:
Grazing of the sheep in *an* 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 *can* 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:
   a) in IHT-1: about 2:00 minutes;
   b) in IHT-2: about 2:30 minutes;
   c) 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.

6.1.4. 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 head in his hand.

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

Serious mistakes:
Dog does not hold the flock well.

6.1.5. 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 *move* 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.

6.1.6. 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 *moving* 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).

Serious mistakes:
Dog doesn't guard sheep well.

6.1.7. 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 *of* 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.

6.2. The exercises which include conduct exercises

6.2.1. Moving

Purpose:
Passaging on the way to the grazing area and back the dog must demonstrate that it is able to control the flock so that the flock moves, changes direction calmly and smoothly, without stress.

Description:
Pick up the sheep to go towards the handler calmly without stress. The dog must accompany the flock in a calm, uninterrupted manner. The judge should mark 4 places for a change of direction (a pole, tree, outer corner of a fence, etc.) to be passed around on the real or simulated way. The dog must work with sense of distance from the flock, not pressing the flock unnecessary. The movement around the sheep must be calm, making the sheep moving fluently in the specific direction, preventing them from crowding around the handler or, on the contrary, from going too far from the handler.

Serious mistakes:
Dog loses control of the flock, if the dog is not able to influence the flock, or if a sheep takes a shortcut. Dog drives sheep away, or chases and splits them.

6.2.2. Obstacles

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

Description:
ANNEX 3 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, *distance work).*

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.

6.3. Behaviour

Purpose:
The judge evaluates *the* functional activity and gentleness of the dog and cooperation with the handler all over the fulfilment of the exercises, from the start until the end of the run. The dog must be also self-active, not only obey commands. A good cooperation between the handler and the dog reflects in how the dog responses to commands.

Description:

The judge evaluates primarily the dog's aptitude for herding, which is reflected in the style of work of its breed. The judge evaluates the power of the dog, sense of balance point, the initiative of the dog and its desire to work. The more negative characteristics the dog has the less points it can get for its activity. If the dog is not active from its own initiative, it is hard to motivate it to perform well.

The commands should have a distinctive effect on the dog's behaviour, they should be given calmly and convincing. In more difficult conditions and with "more difficult" sheep, the judge should take consideration of that situation or evaluate positively the handler's and dog's way of managing it.

Serious mistakes:

Dog ignores the commands. Dog has low interest in the sheep.

Disqualifying mistakes:

Grabbing or biting sheep.

7. EVALUATION

7.1. Evaluation points

7.1.1. The judge decides how many points to take off for each task (it can be all points for one task).

7.1.2. The judge can only take off whole point (not half or less).

7.1.3. Judge's point-table:

Name of exercises		IHT-1	IHT-2	IHT-3
Guarding exercises:				
	Pen	15	10	5
	Re-Pen	5	5	5
	Stop(s)	10	10	10
	Graze	20	15	10
	Catch sheep	5	5	5
	Vegetation	-	5	5
	Traffic	-	-	5
Conduct exercises:				
	Moving	20	20	20
	Bridge	5	5	5
	Obstacles A	10	5	-
	Obstacles B	-	10	10
	Obstacles C	-	-	10
Behaviour		10	10	10
Sum		**100**	**100**	**100**

7.2. Qualifications

Evaluation	Abbreviation	Points
Excellent	EXC	90 - 100 points
Very Good	VG	80 - 89 points
Good	G	70 - 79 points
Satisfactory	SAT	60 - 69 points
Not Passed	NP	less than 60 points
No points awarded	NPA	no points
Retired	RET	no points
Disqualification	DIS	no points

7.3. Ranking

7.1.4. IHT are trials in which the order and the winner are announced; the first 3 places cannot be shared places.

7.1.5. If dogs have equal points, the dog who has the most points for guarding wins (after that the points for pen, and then follow the next points of the judge's point-table).

8. CLOSING PROVISIONS

8.1. These rules fully replace the rules valid since April 1 2009.

8.2. These rules were approved at the meeting of the FCI Herding Dogs Commission held in Interlaken (CH) on 23rd April 2017.

8.3. These rules were approved by the FCI General Committee in Kiev, August 2017. They enter into force as from 1st January 2018.

8.4. The changes in bold and italic characters were approved by the FCI General Committee in Thuin, November 2018.

8.5. In case of translation discrepancies, the <u>English</u> text is considered the original.

ANNEX 1: LIST OF HERDING DOG BREEDS THAT CAN TAKE PART IN FCI HERDING EVENTS AND ARE ELIGIBLE FOR THE CACITR OR RESERVE CACITR (see *General conditions for the organization of FCI international Herding events (NHAT – HWT – IHT))*

ANNEX 2: RECOMMENDED JUDGES SHEETS **"IHT-1 TS" "IHT-2 TS" "IHT-3 TS"**

ANNEX 3: LIST AND DESCRIPTION OF OBSTACLES

ANNEX 2: RECOMMENDED JUDGES SHEET "FCI IHT-1 TS"

	SCORE CARD IHT-1 TS				Catalogue No
					Start No

Event		Place	Date
Dog name			Born
Pedigree Reg. No		Chip	Sex
Owner			Breed
Handler			No

Exercises	Max	Minus	Score	Max. time 25:00 min	Time
Pen	15			**Guarding exercises**	
Stop	10				
Graze (2:00 min)	20				
Catch sheep	5				
Re-Pen	5				
Moving	20			**Conduct exercises and behaviour**	
Bridge	5				
Obstacle A	5				
Obstacle A	5				
Behaviour	10				
Points total	**100**			**Evaluation**	**Rank**
Judge No, Name, Signature				**Clarification by**	

ANNEX 2: RECOMMENDED JUDGES SHEET "FCI IHT-2 TS"

	SCORE CARD IHT-2 TS			**Catalogue No** **Start No**		
Event				Place	Date	
Dog name					Born	
Pedigree Reg. No				Chip	Sex	
Owner					Breed	
Handler					No	
Exercises	**Max**	**Minus**	**Score**	Max. time 30:00 min	**Time**	
Pen	10			**Guarding exercises**		
Stop	10					
Graze (2:30 min)	15					
Catch sheep	5					
Vegetation	5					
Re-Pen	5					
Moving	20			**Conduct exercises and behaviour**		
Bridge	5					
Obstacle A	5					
Obstacle B	5					
Obstacle B	5					
Behaviour	10					
Points total	**100**			**Evaluation**		**Rank**
Judge No, Name, Signature				**Clarification by**		

ANNEX 2: RECOMMENDED JUDGES SHEET "FCI IHT-3 TS"

	SCORE CARD			Catalogue No	
FCI	**IHT-3 TS**			**Start No**	
Event			Place	Date	
Dog name				Born	
Pedigree Reg. No			Chip	Sex	
Owner				Breed	
Handler				No	
Exercises	**Max**	**Minus**	**Score**	Max. time 35:00 min	**Time**
Pen	5			**Guarding exercises**	
Stop	10				
Graze (3:00 min)	10				
Catch sheep	5				
Vegetation	5				
Traffic	5				
Re-Pen	5				
Moving	20			**Conduct exercises and behaviour**	
Bridge	5				
Obstacle B	5				
Obstacle B	5				
Obstacle C	5				
Obstacle C	5				
Behaviour	10				
Points total	**100**			**Evaluation**	**Rank**
Judge No, Name, Signature				**Clarification by**	

ANNEX 3: DESCRIPTION OF SOME MODELS OF OBSTACLES FOR INTERNATIONAL HERDING TRIALS, TRADITIONAL STYLE

1. GENERAL PROVISION

1.1. There are 4 types of obstacles:

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

type A (easy) – the way of overcoming them fully depends on the handler. Most of the time the handler is the first one who passes through an obstacle, followed by a sheep and finally by a dog;

type B (difficult) – the dog must push the sheep into the obstacle. The sheep are the first to pass through an obstacle;

type C (very difficult) – the dog must push the sheep into the obstacle and check that the sheep leave the obstacle from the right exit. The handler can only move on a side of the obstacle.

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

IHT-1: bridge and 2 obstacles type A (gate, slalom);
IHT-2: bridge, 1 obstacle type A and 2 obstacles type B (i.e. chute, transom);
IHT-3: bridge, 2 obstacles type B and 2 obstacles type C (i.e. Maltese cross, crossroads, turkey´s foot, difficult slalom, sorting corridor, loading trailer).

2. BRIDGE

2.1. 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.
In IHT-2 is narrower and may have a narrower or any funnel, sheep must go through it the first.
In IHT-3 may be narrow (2 meters or less) and/or equipped with a ramp, sheep must go through it the first, handler the last.

2.2. Examples of bridge

In IHT-1	In IHT-2	In IHT-3
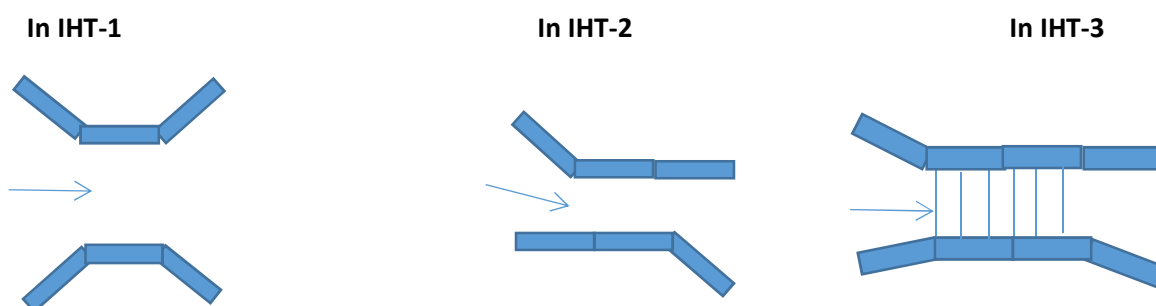
## 3. EASY OBSTACLES

3.1. Description

These obstacles represent a gate or some obstacle that must be avoided. The distance or width of the passage part of obstacles can be from 2 to 6 meters. The panels usually have a length of 2 meters, but it is not obligatory. The entry part of gates can be built as funnel shape.
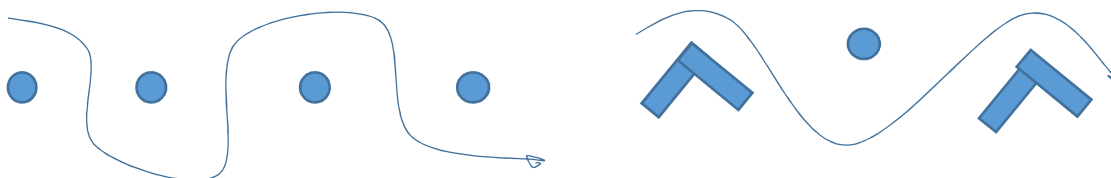These obstacles can be used in classes IHT-1 and IHT-2.
It does not matter who passes first, whether a handler or a sheep. Good judgment requires that all sheep, dog and handler pass through the obstacle.

3.2. Examples of easy obstacles

3.2.1. Gate (2-6 m)
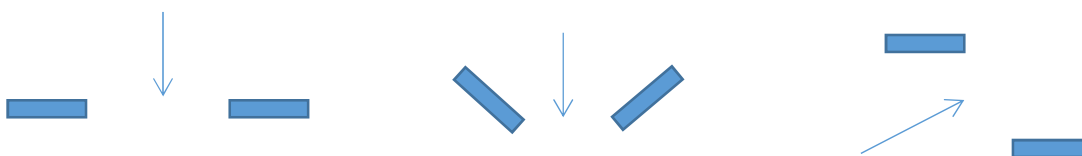
3.2.2. Slalom (6 m)

4. DIFFICULT OBSTACLES

4.1. Description

4.1.1. 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 Y 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.

4.1.2. 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 (traverses) 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.
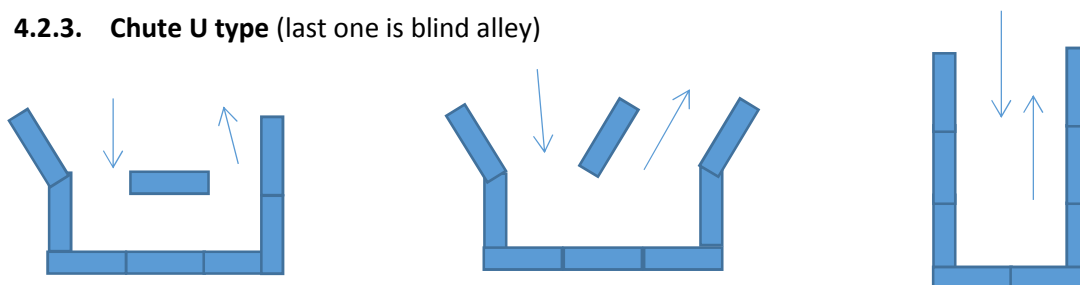
4.2. Examples of difficult obstacles

4.2.1. Chute Y type (with funnel) and II type (alley without funnel)
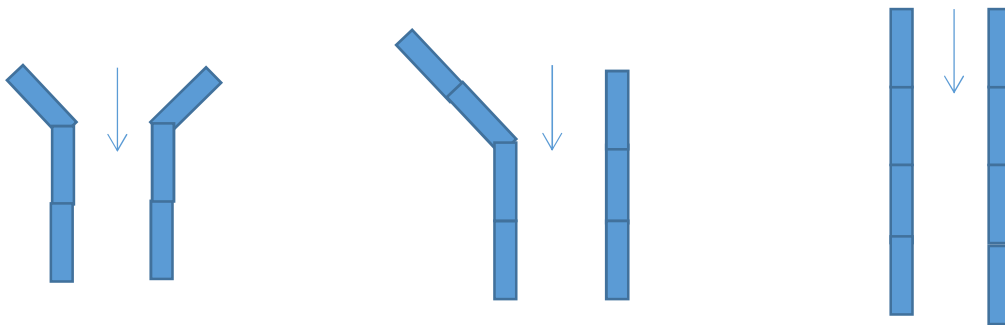
4.2.2. Chute L type (1 direction changes)
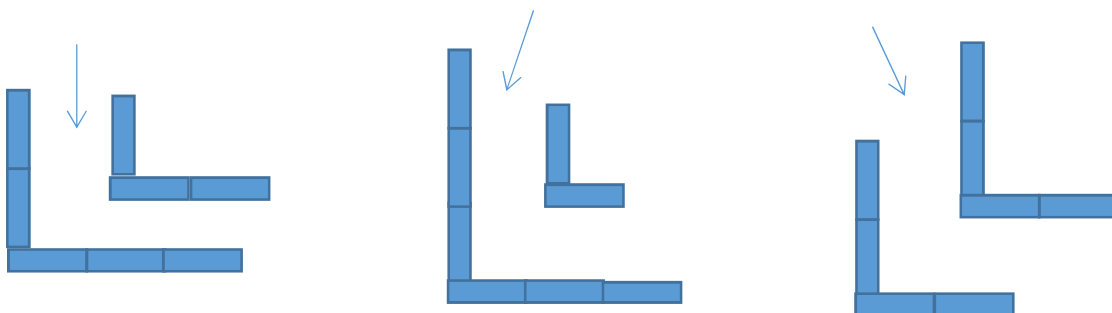
4.2.3. Chute U type (last one is blind alley)

4.2.4. Chute Z type (2 direction changes)
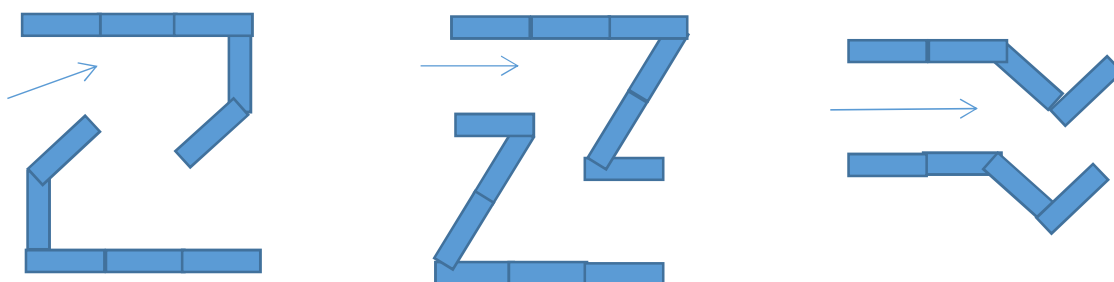
4.2.5. Transom (travers, resp. drive sheep around border)
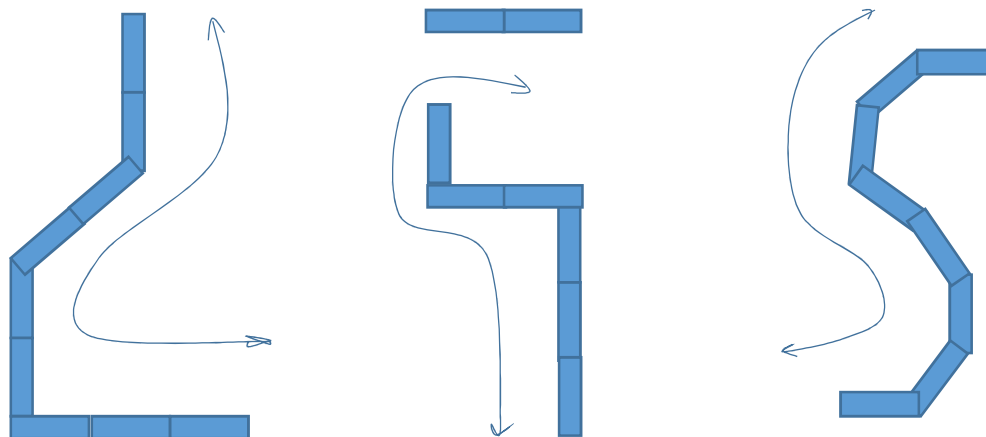
5.   VERY DIFFICULT OBSTACLES

5.1. 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.

5.1.1. Maltese cross

Unlike a normal cross, the arms of the Maltese cross are widened 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.

5.1.2. Crossroads and «Turkey's foot»

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.

5.1.3. 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 judge can ask the handler only move on one side along a row of panels.

5.1.4. 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 sheep 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.

5.1.5. 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.

5.1.6. *Distance work*

5.1.6.1. *Collect the sheep from distance (about 70 m) and move the flock to the handler. The dog has to out run the flock and calmly bring them to the handler or*
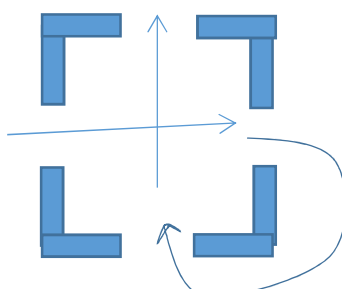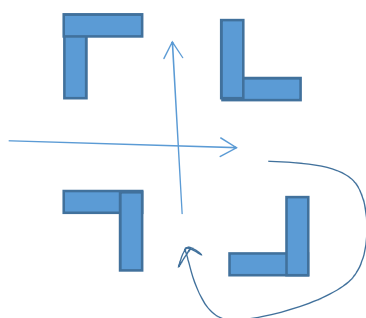
5.1.6.2. *drive the flock away from the handler through the gates or in a straight line. The distance of the «drive away» is about 25 m. The dog is behind the sheep. The handler stays at the marking point. Once the flock has reached the goal point of the drive away, the handler commands dog to move the flock back.*
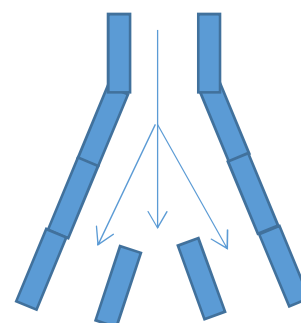
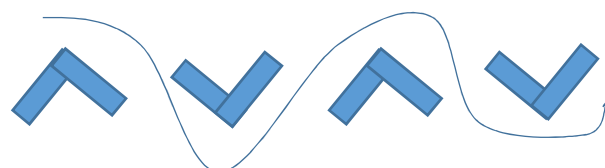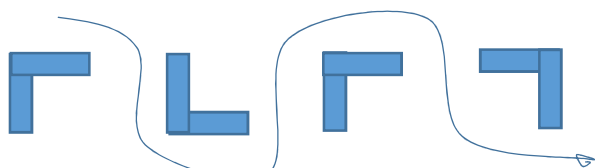### 5.2. Examples of very difficult obstacles
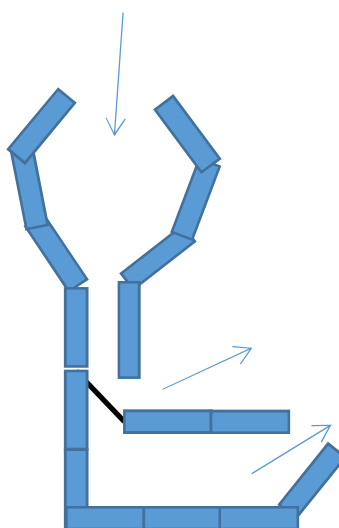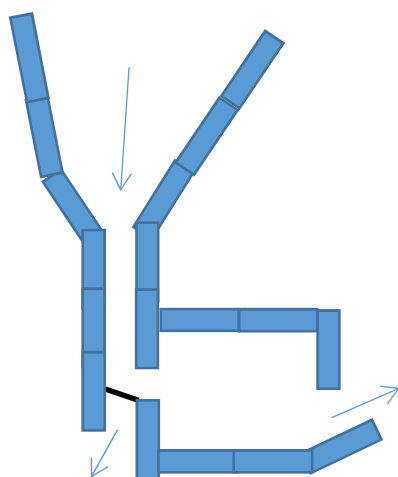
5.2.1. Maltese cross
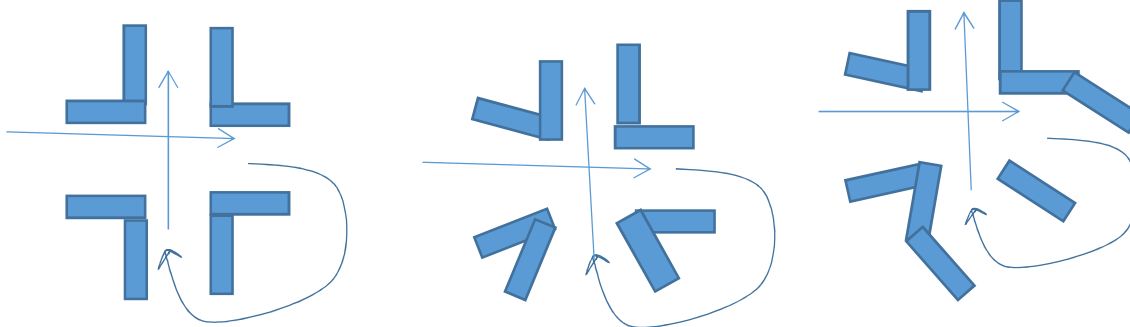
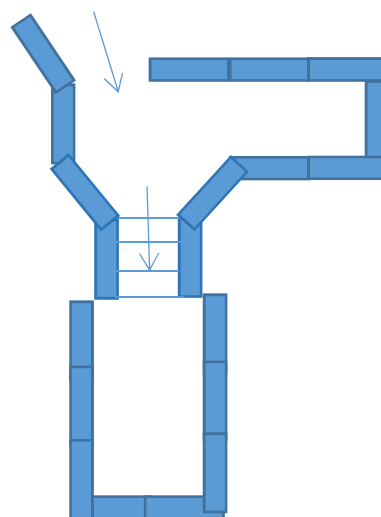### 5.2.2. Crossroads   Turkey´s foot

5.2.3. Difficult slalom (with corners).

5.2.4. Sorting corridor

Loading trailer (with PEN)

6. CLOSING PROVISIONS

6.1. This Annex was approved at the meeting of the FCI Herding Dogs Commission held in Interlaken (CH) on 23rd April 2017.

6.2. **These rules were approved by the FCI General Committee in Kiev, August 2018. They are valid as from 1st January 2018. *The changes in bold and italic characters were approved by the FCI General Committee in Thuin, November 2018.***

6.3. In case of translation discrepancies, the English text is considered the original.