

WESTERN AUSTRALIAN WORKING SHEEPDOG ASSOCIATION

Recommendations on judging from the judges' panel

- to be used in conjunction with the rules

August 2011

GENERAL

1. a. Dogs must not bite and hang on - disqualification
b. Dogs nipping but not hanging on - penalty: 2 – 5 points
-allowance should be made for the dog defending itself
2. A worker should not personally influence the sheep (shepherding)
The penalty for this infringement is at the - judge's discretion
(remembering that if an obstacle is negotiated by unfair means,
the opportunity to gain further obstacles has also been unfairly gained).
3. If a dog "turns tail" the penalty, depending on the circumstances is 1 - 2 points
4. Slow work, to the extent that a significant part of the course can not be achieved, should be penalised
as it occurs - at a rate which ensures that an inferior run is not given advantage over positive work
5. Any time a competitor is unsure of an aspect of the course he may refer to the judge,
but the judge should not volunteer information unasked.
6. The judge may order a re-run at any time during the trial
7. The judge may terminate a trial at any time for inferior work or abuse of sheep

CAST (should be wide enough and deep enough to avoid disturbing the sheep unnecessarily)

1. If the dog leaves before the bell, he must be recalled. It is at the judge's discretion how much time is
allowed for the recall, and the dog must not have influenced the sheep.
Failure to do so incurs - disqualification
2. Penalty for each time the dog stops before reaching the point of balance is - 1 point
3. Penalty for each redirection of the cast (including a restart at the peg) - 1 point
4. Failing to lift the sheep straight at the end of the cast is penalised - at judge's discretion
(the cause may be that the dog did not cast to the point of balance)

DRAW (bring)

1. Sheep should be brought within a 10 metre corridor, straight to the worker.
If they stray over 5 metres sideways, they have left the corridor and incur a 1 point penalty +
an additional 1 point for every extra 10 metres
A new straight line to the worker becomes the correct course after each break.
2. Sheep on the draw, turning back up the ground incur a penalty of 1 point +
a further 1 point for every 10 metres
3. All sheep must be brought into the marked delivery area before worker leaves the peg
- failure to do so incurs - disqualification

WORKING THE COURSE - away from the casting peg and between obstacles

1. a. Any sheep going off the designated course - 1 point - plus a further 1 point per 10 metres
(the WA regular course is a 10 metre corridor on the right of the worker)
- b. Any turning back of sheep (even when on course) 1 point - plus a further 1 point per 10 metres
- c. Sheep going behind the marked delivery area are off course - same penalties
- d. If sheep are left too far behind or go too far forward (within the correct course) -
the penalty is - 1 point per 10 metres from the handler
- e. If sheep have to be 're-wound' (per rule 13) the correct re-wind course
is within 10 metres of the flag - same off course penalties apply
Only one rewind at a flag is necessary.
- f. If escaping sheep are only stopped by the boundary fence,
there may be a penalty of up to 4 points at the judge's discretion, in addition to the "off course" penalty
2. The worker must move from point to point in a straight line - penalty for deviation - 1 point per metre
3. The worker may choose to stop at either flag with a penalty of 1 point per flag

OBSTACLES

1. When working the obstacles
 - a. any part of the sheep past the wing of the obstacle - penalised 1 point
 - b. any part of the sheep past the end of the obstacle - penalised 2 points
 - c. sheep going completely around the obstacle - penalised 3 points
2. If a dog will not face the sheep when they need forcing through, or into an obstacle
but tries to force them from outside the panels - penalty is up to 4 points
3. Dogs crossing while forcing within the wings of the race or bridge
- are not disqualified (as per rule 16)
but may be penalised for faulty work at judge's discretion
4. At the pen,
 - a. if a sheep is allowed to escape after the worker leaves the circle to close the gate,
but can be returned before the gate is closed without the worker stopping
- penalty is 1 point or more at judge's discretion
 - b. if the sheep escape completely after the worker leaves the circle
the trial ends - with the loss of all pen points +
a penalty for failing to hold the sheep - at judge's discretion
 - c. worker running with or slamming gate to trap sheep - penalised the 10 pen points