

Great River Stockdog Club/Training Camp Inc.

AHBA Herding Ranch Dog (HRD) Trial

Saturday, **STOCK**-tober 31, 2026

AHBA



American
Herding Breed
Association

Sanction pending by the American Herding Breed Association (AHBA) to hold the Tests and Trial under the AHBA rules and regulations. Open to all dogs of the herding breeds and multi-purpose breeds with herding background, as listed in the AHBA Breeds List. Dogs must be nine months of age or older on or before date of trial to compete. www.ahba-herding.org

Classes Offered:

*Herding Ranch Dog
(HRD I, II & III)
Sheep*



**TRAINING CAMP INC./SEAMAN FARM
25807 MORGAN AVENUE
CHISAGO CITY, MN 55013**

DIRECTIONS

From I-35 go east on MN Hwy 97. Turn left onto Lofton (14.5 miles).
Turn right onto 238th Street (2.5 miles). Turn left onto Morgan (1 mile).
Seaman Farm is on the right (~1 mile).

JUDGE AND JUDGING SCHEDULE

(subject to change)

JUDGE – Guy Lawrence

SCHEDULE – HRD Sheep (III, II, I) subject to change if necessary.

Check in/Day of Entries if available : 8:30 a.m. - 8:55 a.m.

Handler's meeting at 9:00 a.m with a follow up before each class.. Maximum total runs: 12

ENTRIES AND FEES

FEES: \$50.00 per run. [Online entry form](#) Questions? Andi Wulff 651-431-0251

Checks payable to: Training Camp, Inc.

Mail to: Andi Wulff
18148 Vassar Street NE
Columbus, MN 55025

Your entry is not final until the entry fee is received.

You will receive email confirmation once your payment is received.

Questions on entries contact Andi Wulff: adwulff@gmail.com or 651-431-0251

LIVESTOCK

Sheep: Crossbred wool sheep; \$175.00 value each

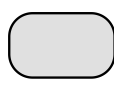
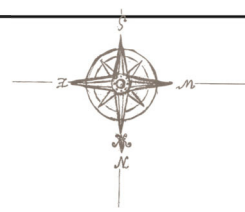
Any livestock seriously injured while being worked must be paid for by the participant working stock at that time.

FOOD

Lunch break will be at the discretion of the judge. Please bring your own food.

TEST/TRIAL RULES

1. Bitches in season may run in order.
2. A registration/tracking number is **required** for ALL dogs. If your dog is not registered with another organization (AKC, UKC, ASCA, ABCA, etc.), you must apply for a registration number with AHBA. <http://www.ahba-herding.org>
3. All dogs must be vaccinated for rabies as required by law, vaccinated for other communicable diseases as recommended by your veterinarian, and parasite free.
4. PICK UP AFTER YOUR DOGS. Poop bags and trash cans are located in multiple locations around the farm.
5. All dogs must be on leash or crated except when working or in designated potty areas.
6. There is very little shade around the herding fields. Plan accordingly. (And bring a chair!) Dress appropriately for the weather.
7. Spectators and their dogs should stay back at least 15 feet from the fence around any arena or field where a dog is working. Under no circumstances will dogs be allowed to disturb the resting stock nor interfere with another dog's run.



BRIDGE

HOLD
AREA

ARENA 2
200 x 250



CONE

PANELS



PEN

OPEN
FIELD

RED
GATE

ALLEY

ARENA 1
50 x 90

ROUND PEN
40 x 40

1	2	3	4
SORTING			
5	6	7	8

1A

5

3

4

2

1

HRD COURSE - 10 sheep October 31, 2026 Chisago City, MN

Time: HRD I/II 16 minutes, HRD III 20 minutes.

TAKE PEN 1 (5 points) Move 10 head sheep from Arena 1 to Arena 2

HRD I Handler may assist as needed.

HRD II Handler may step inside but remain just inside the gate.

HRD III Handler remains at Gate and may not enter the pen.

GATHER (15 points) – Handler and dog gather 10 head of sheep from Arena 2 and move them into Arena 1.

. Sheep are approximately 100' from Gate #4 and settled near the cone.

HRD I Dog can go no closer than half distance between Gate 4 and sheep to start the gather.

Handler may proceed to within 15' of the sheep.

HRD II Dog remains at Gate 4. Handler may proceed to 1/2 the distance to the sheep.

HRD III Handler and dog must remain at Gate 4.

SORT (20 points) Move all 10 head from Arena 1 into the sorting area and through the sorting chute. Sort 5 head into the Round Pen and 5 head into the sorting area and into a designated hold pen.

HRD I & HRD II will take any 5 sheep in each area.

HRD III will attach a ribbon to the neck of one sheep. Ribboned sheep must be sorted into the Round pen.

TAKE PEN 2 (5 points) The 5 head that have been sorted into the round pen are moved through Arena 1 and through Gate 4 into Arena 2 to the Red Gate area of Arena 2.

HRD I - may assist the dog as needed.

HRD II/III should remain at the gates for moving the stock as in Take Pen 1.

DRIVE (10 points) The 5 sheep are moved from an area near the Red Gate through the center drive gates - north to south.

HRD I - handler may accompany the sheep through the drive gates in a fetch or drive position.

HRD II - handler must stay behind a line parallel to the north side of the drive gates

HRD III - must stay near the Red Gate until the sheep have passed through the drive gates.

BRIDGE (15 points) Handler and dog take the 5 sheep over the bridge from west to east.

HRD I - handler may move without restriction.

HRD II - handler may move around the bridge but not past the east end.

HRD III - handler must remain at the west end of the bridge.

HOLD/MOVE TO RE-PEN - HRD I/II ONLY (10 points)

HRD I/II will move the sheep from the bridge to the area between the bridge, panels and freestanding pen and demonstrate a HOLD.

Level I may use the fenceline. Level II may not use the fenceline.

Following the hold they will move the 5 sheep between the fenceline and the west side of the freestanding pen to the re-pen at the Red Gate.

Level I may accompany the sheep.

Level II must remain south side of the freestanding pen with a handler line across the arena even with the south side of the freestanding pen until the stock reached the Red Gate.

FREESTANDING PEN- HRD III ONLY (15 points)

HRD III will pen the sheep in the freestanding pen.

RE-PEN into the RED GATE/alley

HRDI/II (10 points)– Hold 5 off the gate when re-penned.

HRD III (15 points) The ribboned sheep is gate sorted off with 2 others (3out/2 in) and held off the re-pen gate. After the hold those sheep are e-penned into the Alley.

Take Pen 1	5pts	
Gather	15 pts	
Sort	20 pts	
Take Pen 2	5 pts	
Drive	10 pts	
Bridge	15 pts	
Hold & move to repen	10 pts	I/II only
Re-pen	10 pts	I/II only
Freestanding Pen	15 pts	III only
Gate Sort/Re-pen	15 pts	III only
HRD I	15 min	90 pts
HRD II	15 min	90 pts
HRD III	18 min	100 pts

Ties broken on Sort; then Bridge; then time