

ASCME DOWNEAST FARM TRIALS
Cattle Farm Trials at Flying M in Searsport, ME
Sheep & Duck Farm Trials at Lone Moose Farm in Prospect, ME
JULY 13 - 14, 2017

July 13th – Cattle Farm Trial #1 (Jan Wesen)

July 14th – Cattle Farm Trial #2 & Sheep Farm Trial #3 (Rachel Vest) / Duck Farm Trial #4 (Jan Wesen)

12 total cattle runs available per day 12 total sheep runs available 28 total duck runs available

ASCA Sanction Pending/ASCA Rules

Opening Postmark: June 1, 2017 Pre-Entries Close: July 5, 2017

Judges: Rachel Vest (GA) and Jan Wesen (WA) Course Director: Cindy Reynolds Show Secretary: Warren Evans

Stock will be 5 head of beef crosses, 5 head Katahdin sheep and 5 Call ducks. Trial surface is dirt and grass. Injured livestock expenses, including veterinary and disposal fees, will be the responsibility of the handler and/or owner. Replacement costs for damaged or dead livestock, per head: market price for cattle, \$225 for sheep, \$35 for ducks.

July 13th – 2:00 – 2:30 PM: Check-in at Flying M. 2:30 PM: Handler's Meeting. Cattle Trial #1 will begin immediately after the Handler's Meeting.

July 14th - 8:00 - 8:30 AM: Check-in at Flying M. 8:30 AM: Handler's Meeting. Cattle Trial #2 will begin immediately after Handler's Meeting. Check-in for Sheep #3/Duck #4 trials will begin one-half hour after the conclusion of cattle trial, at Lone Moose Farm. Handler's meeting one-half hour after that, with the Sheep and Duck trials beginning immediately after the Handler's meeting.

All non-ASCA dogs must have a tracking number from ASCA to receive titles. See ASCA website (www.asca.org) for details. You may also register for a tracking number at the trial. Entries will be accepted in postmark order. In the case of duplicate postmark entries a random draw will be made of those entries to determine the order of acceptance. Run order will be by computerized random draw the evening before each trial.

Entry Forms are available on the ASCA website (www.asca.org). Day of trial entries will be taken if trial is not full. A waiting list will be established if the trial fills. Prior to closing of entries, fees will be refunded only if a replacement dog is entered in place of the absent dog. After the close of entries, entry fees are non-refundable unless there is an entry on the waiting list to replace it.

Please include your email address on the entry form and we will confirm that your entry was accepted or if you're on the waiting list. Entrants are responsible for all damage caused by themselves, their dogs, and their family members. Please clean up after your dogs. All dogs must be ON LEASH at all times except during their run. Failure to comply with the above will result in the entrant being asked to leave and no refunds will be given. Please note ASCA's Bite Incident policy will be strictly enforced if a dog is involved in an altercation with another dog or person. **NO entry from dog or handler disqualified from competing in ASCA stock trials or a person not in good standing will be accepted into the trial.**

Pre-Entry Fees: \$60* Cattle / \$45* Sheep trial / \$20* Ducks. *\$160 same dog, all stock, all 4 farm trials. Pre-entry only.

Make checks payable to **ASCME** and mail to:

Warren Evans 12 Evans Ridge Rd. Windham, Me 04062 Phone: 207-894-5030 email: warren.evans@martinspoint.org

Awards: Ribbons will be awarded for 1st thru 4th place. Qualifying prizes will be given.

MOTELS AND CAMPGROUNDS

BELFAST HARBOR INN (recommended)

(LARGE FIELD; ON THE OCEAN)

1-800-545-8776

91 SEARSPORT AVE. (ROUTE 1)

BELFAST, ME 04915

13 MILES AWAY

FIRESIDE INN

(ON THE OCEAN; RESTAURANT & MOTEL)

207-338-2090

159 SEARSPORT AVE. (ROUTE 1)

BELFAST, ME 04915

13 MILES AWAY

BUCKSPORT MOTOR INN (recommended)

(SMALL, CLEAN; WALKWAY ON RIVER)

1-800-626-9734

70 US ROUTE 1

BUCKSPORT, ME 04416

6 MILES AWAY

ECONOLOGGE

(CLOSE TO AIRPORT, SHOPPING, CASINO)

207-945-0111

327 ODLIN RD

BANGOR, ME 04401

21 MILES AWAY

HOLIDAY INN

(CLOSE TO AIRPORT, SHOPPING, CASINO)

207-947-0101

404 ODLIN RD

BANGOR, ME 04401

21 MILES AWAY

SEARSPORT SHORES CAMPGROUND

(ON THE OCEAN)

207-548-6059

216 WEST MAIN STREET

SEARSPORT, ME 04974

11 MILES AWAY

RV CAMPING ON SITE: LIMITED SPACE FOR

SELF-CONTAINED RV'S WILL BE

AVAILABLE FOR \$10.00 A

NIGHT. CONTACT LAURA HAMER FOR

MORE DETAILS AT 207-567-3567

OR VIA EMAIL AT lmfarm@fairpoint.net

VETERINARIANS

Eastern Maine Emergency Veterinary Clinic

Dirigo Drive Brewer, ME 04412

(207) 989-6267

Weekday veterinarians:

Ridgerunner Vet Clinic

559 South Main Street Winterport, ME 04496

(207) 223-2596

Searsport Veterinary Hospital

322 West Main St Searsport, ME 04974

(207) 548-2924

(Weekends: every other Saturday)

Bucksport Veterinary Hospital

11 Gross Point Rd Orland, ME 04472

(207) 469-3614

DIRECTIONS TO TRIAL SITE

LONE MOOSE FARM

63 HAWES BRIDGE RD PROSPECT, MAINE 04981

From the South: Take I-95 to Exit 113. Follow ME Route 3 north for 44 miles to US Route 1 north. Turn left onto US Route 1 north. Follow for 10.6 miles. Take a left onto US Route 1A north. Go 4.4 miles. Turn left onto the Hawes Bridge Rd. Lone Moose Farm is 0.2 miles on the right.

From the North: I-95 to Exit 180. Take a left off of the exit ramp onto the Coldbrook Road. Follow for 1.6 miles. Just before the light, bear right onto US Route 1A south. Follow for 14.9 miles. At junction of Route 174 and the Hawes Bridge Road, directly after The Pit Stop and the Prospect Fire Dept., take a right onto the Hawes Bridge Rd. Lone Moose Farm is 0.2 miles on the right.

FLYING M 434 EAST MAIN STREET SEARSPORT, ME 04974

From the South: I-95 to Exit 113. Follow ME Rt 3 north for 44 miles to US Rt 1 north. Turn left onto US Rt 1 north. Follow for 9.6 miles. Flying M will be on your left.

From the North: I-95 to Exit 180. Take a left off of the exit ramp onto the Coldbrook Rd. Follow for 1.6 miles. Just before the light, bear right onto US Route 202 west. Follow for .08 miles. At the light, take a left onto ME Rt. 9. Follow for 0.4 miles. At light, take a right onto US Rt 1A south. Follow for 19.3 miles. Bear right onto US Rt 1 south. Follow for 1.0 mile. Flying M will be on your right. It is roughly 0.5 miles past Just Barb's Restaurant.

HAVE QUESTIONS ABOUT TRIALING?

HAVE QUESTIONS ABOUT COURSES?

HAVE QUESTIONS ABOUT ASCA STOCKDOG RULES?

WANT TO KNOW HOW JUDGES DETERMINE SCORES?

HAVE WE GOT A DEAL FOR YOU.....

ASK-A JUDGE!

Where: Flying M

When: July 13th, 2017 at 1:00 P.M., before the Cattle Farm Trial

Cost: \$5.00. Free for ASCME members

Come join us at this Q & A session with ASCA Stockdog judge Jan Wesen. Come learn about the new ASCA courses, as well as ASCA stockdog rules, scoring, and any other questions you might have. This is a great opportunity to get the answer to that question you've always been meaning to ask. Bring a chair and a lot of questions.

HOPE TO SEE YOU THERE!

Sponsored by ASCME

Sheep Farm Trial #3 2017

Stock handler puts 5 sheep in Pen F.

1. Take sheep out of Pen F into Arena. **Pen #1 4 points**
2. When sheep are settled at north end of Arena, dog and Handler then proceeds to Cone 1. Leave dog at Cone 1. Open handlers may go halfway (75') between the sheep and the dog, then send the dog. Advanced handlers must remain at Cone 1 (150') and send the dog from there. You may fetch or drive the sheep back to Cone 1 and around it counter-clockwise to Bridge. **Gather 20 points**
3. Put sheep over Bridge to Holding Pen. Open Handlers can go with sheep to the bridge. Advanced Handlers must stay at the Cone. **Bridge Task #1 20 points**
4. From bridge, put sheep in Holding Pen. Handlers must tell Judge how many sheep have tails. **Holding Pen Task #2 20 point**
5. Take sheep from Holding Pen to Pen B. **Pen #2 6 points**
6. Gate Sort 3 marked sheep from Pen B into Pen A. Take remaining 2 sheep from Pen B into Pen A with the sorted sheep. **Gate Sort 25 points**
7. Take sheep from Pen A into Footbath Chute. Open handlers can go anywhere. Advanced handlers must stay at chute sort gate. When settled, use chute sort gate to put 2 sheep into Pen B and 3 sheep into Pen C. Take the 2 sheep from Pen B into Pen C. **Chute task 20 points**
8. Take sheep from Pen C to Pen D. **Pen #3 4 points**
9. Take sheep from Pen D into Pen E. **Pen #4 4 points**
10. Take sheep from Pen E into holding pen area. Team will be excused if dog goes into sheep hold area. **Pen #5 7 points**

End of Farm Trial

Course time: 20 minutes. 10 minute and 3 minute warnings.

All gates must be closed and equipment set to original position before time is called. Any ties will be broken first by the highest score under the Chute Task, second by the highest score under the Gather Task, and third by time.

SHEEP FARM #3
TRIAL MAP HERE

Duck Farm Trial #4 2017

Stock handler puts 5 ducks in Pen F.

1. Take 5 ducks out of Pen H into Arena. **Pen #1 5 points**
2. Dog and handler walk to Cone 1. Leave dog at cone. Open handlers may go halfway (37.5') between the ducks and the dog, then send the dog. Advanced handlers must remain at the cone (75'), and send the dog from there. You may fetch or drive the ducks back to the Cone 1 and around it clockwise to Misting Hoops. **Gather 20 points**
3. Take ducks thru Misting Hoop. Open handlers can go with dog. Advanced handlers must stay at Cone 1. **Misting Task Task #20 points**
4. Take ducks from Misting Hoops to Pen A. Gate sort 3 orange marked ducks into Pen A. When sort is correct, put remaining 2 ducks in Pen A with sorted ducks. **Gate Sort 25 points**
5. Take ducks from Pen A into Arena. **Pen #2 5 points**
6. Take ducks from Arena, clockwise around Cone 2, to Chute. Put all ducks in Chute. When ducks are in Chute, Handler will pick up blue marked duck and doctor it with spray. When duck is returned to Chute, handler will open gate and exhaust ducks into Pen C. **Chute task 20 points**
7. Take ducks out of Pen C to Bridge. **Pen #3 5 points**
8. Take all ducks over bridge to Pen B. Put ducks in Pen B. Bridge will have one wing on northeast side and will be in the center of a 20' square. Open handlers may go into the square. Advanced handlers have to stay on the outside of the square. **Bridge Task #1 20 points**
9. Take ducks out Pen B, into Arena. **Pen #4 4 points**
9. Take ducks from arena to Pen H. Put all ducks in Pen H, then through the back gate into duck hold area. Team will be excused if dog goes into duck hold area. **Pen #5 6 points**

End of Farm Trial

Course time: 20 minutes. 10 minute and 3 minute warnings.

All gates must be closed and equipment set to original position before time is called. Any ties will be broken first by the highest score under the Bridge task, second by the highest score under the Misting Hoops task, and third by time.

DUCK FARM #4
TRIAL MAP HERE

Cattle Farm Trial #1 2017

Stock handler puts 5 cattle in Pen #6 and informs Handler which pen to re-pen.

1. Take all cattle out of Pen #6 into Pen # 5. **Pen #1 5 points**
2. Gate sort 3 marked cattle out of Pen #5 into Pen #6. Get remaining 2 cattle out of Pen #5 and put in Pen #6 with the 3 sorted cattle. **Gate Sort 25 points.**
3. Take cattle out of Pen #6 into Pen #1. **Pen #2 5 points**
4. Take cattle from Pen #1 into Alleyway. Run all cattle thru footbath in Alleyway into Arena. Gate G at west end of Alleyway will be open for Open handlers. Gate G will be closed for Advanced handlers. Advanced handlers will leave their dog to hold stock while they open Gate G. **Footbath Task #1 20 points**
5. Drive or fetch all cattle to north end of arena and settle them there. Dog and handler go to Cone #1. Leave dog at cone. Open handlers may go halfway (75') between the cattle and the dog, then send the dog. Advanced handlers must remain at Cone #1 (150') and send the dog from there. You may fetch or drive the cattle back to Cone #1 and around it clockwise to the Trailer. **Gather 20 points**
6. Put cattle into the Trailer. Open handlers can go to the Trailer door. Advanced handlers have to stay at "X" on the wing of the center chute. When cattle are in trailer, close trailer door. When settled, take cattle out of Trailer and put in Pen #7. **Trailer Task #2 20 points**
7. Put cattle from Pen #7 into Chute and hold. Handler will spray cattle with fake insecticide from pressure sprayer. When done, cattle are to be let into Pen #8. When cattle are in Pen #8, Dog and handler go to Arena. **Chute task 20 points**
8. Take cattle from Pen #8 into Arena to Gate H, thru Gate H, into Pen #6. **Pen #3 10 points**
9. Take cattle from Pen #6 into either Pen #2, 3 or 4 as designated by stock handler at start of run. **Pen #4 5 points**

End of Farm Trial

Course time: 20 minutes. 10 minute and 3 minute warnings.

All gates must be closed and equipment set to original position before time is called. Any ties will be broken first by the highest score under the Trailer Task, second by the highest score under the Gather, and third by time.

**CATTLE FARM
TRIAL #1
MAP HERE**

Cattle Farm Trial #2 2017

Stock handler puts 5 cattle in Pen # and informs Handler which pen to re-pen.

1. Take all cattle out of Pen #6 into Pen # 5. **Pen #1 7 points**
2. Gate sort 3 marked cattle out of Pen #5 into Pen #6. Take the 3 sorted cattle from Pen #6 into Arena. Get remaining 2 cattle out of Pen #5 and put in Arena with the 3 sorted cattle. **Gate Sort 25 points.**
3. Take cattle to south end of Arena and settle them there. Dog and handler go to Cone #2. Leave dog at cone. Open handlers may go halfway (75') between the cattle and the dog, then send the dog. Advanced handlers must remain at Cone #2 (150') and send the dog from there. You may fetch or drive the cattle back to Cone #2 and around it counter-clockwise to the Pen #8. Put cattle in Pan #8. **Gather 20 point**
4. Put cattle from Pen #8 into Footbath in Chute and hold. When done, cattle are to be let into Pen #7. When cattle are in Pen #7, Dog & Handler go to Arena. **Chute task 20 points**
5. Take cattle from Pen #7 onto Arena. **Pen #2 6 points**
6. Take cattle from Arena over Bridge to Gate G of Arena. Bridge must be taken from north to south . Open handlers can go with dog. Advanced handlers must stay at "Z" on the wing of the center chute. **Bridge Task #1 20 points**
7. Take cattle from Arena, thru Gate G into Alleyway . Drive cattle thru flystrips into Pen #1. Gate F at the east end of the Alleyway will be open for Open handlers. Gate F will be closed for Advanced handlers. Advanced handlers will leave their dog to hold stock while they open Gate F. **Flystrip Task #2 20 points**
8. Take cattle from Pen #1 into Pen #6. **Pen #3 6 points**
9. Take cattle from Pen #6 into either Pen #2, 3 or 4 as designated by stock handler at start of run. **Pen #4 6 points**

End of Farm Trial

Course time: 20 minutes. 10 minute and 3 minute warnings.

All gates must be closed and equipment set to original position before time is called. Any ties will be broken first by the highest score under the Gate Sort, second by the highest score under the Gather, and third by time.

CATTLE FARM
TRIAL #2
MAP HERE