

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 12 - 13, 2018

July 12th – Cattle Farm Trial #1 (Jan Wesen)

July 13th – Cattle Farm Trial #2 & Mixed Stock Farm Trial (Kim Torson-Schneider) / Goat Farm Trial (Jan Wesen)

12 total cattle runs available per day 10 total mixed stock runs available 10 total goat runs available

ASCA Sanction Pending/ASCA Rules

Opening Postmark: June 1, 2018 Pre-Entries Close: July 6, 2018

Judges: Kim Torson-Schneider and Jan Wesen Course Director: Cindy Reynolds Show Secretary: Warren Evans

Stock will be 5 head of beef crosses, 5 head and 5 Call/Call cross 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, \$250 for goats, \$35 for ducks.

July 12th – 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 13th - 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 Mixed Stock trial 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 Mixed Stock trial beginning immediately after the Handler's meeting. Goat trial will begin 30 minutes after the conclusion of the Mixed Stock trial.

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 of July 11th.

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 / \$50* Goat trial / \$50* Mixed Stock. *\$200 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

ECONOLODGE

(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, ME04496

(207) 223-2596

Searsport Veterinary Hospital

322 West Main St Searsport, ME04974

(207) 548-2924

(Weekends: every other Saturday)

Bucksport Veterinary Hospital

11 Gross Point Rd Orland, ME04472

(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 East: From the bridge in downtown Ellsworth (on RT 1) follow US Route 1 south/ME Route 3 south for 20.6 miles. Turn right onto Route 174 at the light at the end of Penobscot Narrows Bridge. Go 3.8 miles. At stop sign, cross US Route 1A 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 Colleen's Place and the Prospect Fire Dept., take a right onto the Hawes Bridge Rd. Lone Moose Farm is 0.2 miles on the right.

Goat Farm Trial 2018

Stock Handler puts 5 goats in Pen F.

1. Take all goats out of Pen F into Pen A. **Pen #1 5 points**
2. Put all goats into Chute G. Dog holds goats in chute while Handler goes to fence and retrieves 3 collars of the same color. Handler collars 3 goats. **Chute Task 20 points**
3. When goats are collared, and settled in chute, Handler uses chute gate to exhaust goats into Pen C.
4. Take goats from Pen C to Pen B. **Pen #2 5 points**
5. Gate Sort goats from Pen B into Pen A. Open Handlers must sort the 2 un-collared goats and 1 collared goat. Advanced Handlers must sort the 3 collared goats. Take remaining 2 goats from Pen B into Pen A with the sorted goats. **Gate Sort 25 points**
6. Take all goats from Pen A to Pen B. **Pen #3 4 points**
7. Take all goats from Pen B to Arena. **Pen #4 4 points**
8. When goats 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**
9. Take goats over Bridge.. Open Handlers can go with goats to Bridge. Advanced Handlers must stay at Cone until goats are over bridge. **Bridge Task #1 20 points**
10. After the goats are over the Bridge take them to the Chute.
11. Put all goats in chute. Handlers must take collars off collared goats while dog holds goats in chute. **Holding Chute Task #2 20 point**
12. When goats are settled, take goats from Arena to Pen F.
13. Take goats from Pen F into Sheep Hold Area. Team will be excused if dog enters Sheep Hold Area. **Pen #5 7 points**
14. Time ends when Handler hangs all 3 collars back on fence where they were retrieved from.

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 task, second by the highest score under the Gather Task, and third by time.

GOAT FARM
TRIAL MAP HERE

Mixed Stock Farm Trial 2018

Stock Handler puts 5 ducks in Pen H.

1. Pick up empty crate by Duck Arena gate. Unleash dog after entering Duck Arena, leave crate at "X" by Pen H.
2. Then take 5 ducks out of Pen H into Duck Arena. Take ducks to South end of Duck Arena and settle them there. **Pen #1 4 points**
3. 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 Pen A. **Gather 20 points**
4. Put all ducks in Pen A .
5. Take ducks out of Pen A to the Bridge. **Pen #2 3 points**
6. Take ducks over the Bridge. Open Handlers can go with dog. Advanced Handlers have to stay behind lines on either side of bridge. **Bridge Task #1 20 points**
7. Take ducks from Bridge back and put in Pen H.
8. Take ducks from Pen H through the back gate into Duck Hold Area. Teams will be excused if the dog goes into the Duck Hold Area. **Pen #3 5 points**
9. Upon closing Pen H gate, with dog off-leash, Handler picks up crate with duck in it and carries it out of Arena. Upon leaving Duck Arena, Handler releases crated duck into Pen B, leaves crate by Duck Arena gate, and enters Sheep Arena. Goats will have been set out by the stock handler. (The space between the 2 Arenas will be fenced so dogs can't interact with spectator dogs and vice versa.)
10. When in the Sheep Arena, Handler will get bucket of grain from Arena gate area and proceed to feed pan. Open handlers, taking their dog with them off-leash, will dump grain into feed pan. Advanced Handlers do the same, but will have their dogs hold the goats in corner 1 while they dump the grain into the feed pan. While goats are eating, all dogs will hold sheep to the feed pan while handler returns the bucket to the Arena gate. **Feed Pan/Hold Task #2 20 points**
11. After bucket is returned, take goats from Arena into Pen B.
12. Gate sort the 3 collared goats from Pen B into Pen A. Take remaining 2 un-collared goats from Pen B into Pen A. **Gate Sort 25 points**
13. Take all goats from Pen A into Chute G. Remove collars from 2 of the collared goats and put on the 2 un-collared goats. Using sort gate, sort goats into Pen C. **Chute Task 20 points**
9. Take goats from Pen C, into Pen D. **Pen #4 3 points**
10. Take goats from Pen D into Pen E. **Pen #5 4 points**
11. Take goats from Pen E into Sheep Hold Area. Team will be excused if dog enters Sheep Hold Area. **Pen #6 6 points**

End of Farm Trial

Course time 25 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 Feed Pan/Hold Task, second by the highest score under the Bridge task, and third by time.

**MIXED STOCK
FARM
TRIAL MAP HERE**

Cattle Farm Trial #1 2018

Stock Handler assigns Handler a Pen # for their working stock.

1. Take all cattle out of assigned Pen into Pen 7. **Pen #1 5 points**
2. Take cattle out of Pen 7 into Pen 5. **Pen #2 5 points**
3. Gate sort 3 marked cattle out of Pen 5 into Pen 7. Get remaining 2 cattle out of Pen 5 and put in Pen 7 with the 3 sorted cattle. **Gate Sort 25 points.**
4. Take cattle out of Pen 7 into Pen 1. **Pen #3 5 points**
5. Take cattle from Pen 1 into Alleyway. Run all cattle thru footbath in Alleyway into Arena. Gate G at end of Alleyway will be open for Open Handler. 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**
6. 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 in either direction to the Chute. **Gather 20 points**
7. Put cattle into Chute. Handler will spray cattle with fake insecticide from pressure sprayer while dog holds them there. When done, take cattle from the Chute, around Cone 2 counter clockwise, to the Bridge. **Chute task 20 points**
8. Take cattle over Bridge to Gate H of Arena. Bridge must be taken from north to south . Open Handlers can go with dog. Advanced Handlers must stay behind "X- Z" line between the Chute and the Bridge. Line will be marked. **Bridge Task #2 20 points**
9. Take cattle from Arena, thru Gate H, into Pen 7. **Pen #4 5 points**
10. Take cattle from Pen 7 into assigned Pen stock was taken out of. **Pen #5 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 Footbath Task, second by the highest score under the Gather, and third by time.

CATTLE FARM

TRIAL #1

MAP HERE

Cattle Farm Trial #2 2018

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

1. Take all cattle out of assigned Pen into Pen 7. **Pen #1 4 points**
2. Take cattle out of Pen 7 into Pen 5. **Pen #2 5 points**
3. Gate sort 3 cattle out of Pen #5 into Pen #7. Open Handlers will sort 2 un-marked cattle and 1 marked cattle. Advanced Handlers will sort 3 marked cattle. Get remaining 2 cattle out of Pen 5 and put in Pen 7 with the 3 sorted cattle. **Gate Sort 25 points.**
4. Take the cattle out of Pen 7, thru Gate H, into the Arena. **Pen #3 4 points**
5. Take cattle clockwise, around Cone 1 to the Hold Box. Open Handlers can go with dog. Advanced Handlers must stay behind "X- Z" line between the Chute and the Hold Box. Line will be marked. Hold cattle until Judge declares a hold. **Hold Box Task #1 20 points**
6. Take cattle from Hold Box to Pen 9. Put cattle from Pen 9 into Footbath Chute and hold. When done, cattle are to be let into Pen 8. When cattle are in Pen 8, Dog & Handler go to Arena. **Chute Task 20 points**
7. Take cattle from Pen 8 into Arena. **Pen #4 4 points**
8. Leave cattle at 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 counter-clockwise to Gate G. **Gather 20 point**
9. Take cattle from Arena, thru Gate G into Alleyway . Drive cattle thru flystrips into Pen 1. **Flystrip Task #2 20 points**
10. Take cattle from Pen 1 into Pen 7. **Pen #5 4 points**
11. Take cattle from Pen 7 into assigned Pen stock was taken out of. **Pen #6 4 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 Hold Box, and third by time.

CATTLE FARM
TRIAL #2
MAP HERE