

ASCNE'S Duck Farm Trial

As part of the 29th annual:

Harvest Moon Mania

(In conjunction with the ASCNE Stockdog Arena Trials)

Saturday, September 16th,
2024

Westfield Fairgrounds,
Westfield, MA

ASCA sanctioning pending

Judge: Kirsten Cole-MacMurray

Open to all breeds accepted on ASCA's Stockdog List

Classes: Open and Advanced

Course Director: Stephanie Tibbetts (207) 890-6823

Postmarked entries open August 1st, and close August 31st. No refunds on entries unless there is a dog on the wait list to take your place.

Entry Fees: Ducks: \$50 pre-entry, \$55 day of show entry (if available)

Stock: Indian Runner ducks (8 runs)

Awards: Ribbons and prizes for 1st-4th placements

All ASCA Farm Trial and Stockdog Rules will be followed, and can be found on www.asca.org

Bitches in season must run in order and be crated at all other times. No set out dogs will be used.

Drawing for run order will take place on the morning of the trial, and will be available for entrants to refer to.

Use ASCA's stock entry form, available on
www.asca.org

**Mail all stock entries to:
Barbara Barreiro
258 Forest Street Sanbornville, NH 03872**

Payment can be made by sending in a check or money order with your entries to the trial secretary listed on the Premium or via PayPal at ascnetreasurer1973@gmail.com (please **DO NOT** send as "Friends and Family"). Please include an additional 3% with any PayPal payments along with the owner / exhibitor's name and the show AND venue you are entering. A separate transaction must be made if you are entering multiple venues (ex: 1 transaction for conformation, 1 transaction for agility, etc). Entries are not valid until full payment is made, including the additional 3%. Day of show entries must be paid by either check or cash.

In order to have ASCA qualifying legs tracked and to receive ASCA titling certificates, each non-ASCA registered dog must have an ASCA Tracking Number. This is a one-time fee of \$10 per dog. At the time of applying for a Tracking Number, the individual owner must also be an ASCA member (minimum membership type of service). ASCA membership does not need to be maintained in subsequent years. It will be the responsibility of the owner to identify to ASCA the shows and legs earned when applying for a Tracking Number after ASCA qualifying legs have already been earned.

<https://ascfrance.weebly.com/uploads/2/4/4/8/24482669/trackapp.pdf>

Task Order:

1. Gather: Leave the ducks along the fence between Pen A and B. Take your dog behind the line between the back panels. Place your dog in a stay. Advanced handlers must be touching the back fence with a hand, open handlers may move to either side of the center pen (Pen C) to start the outrun. Once you have sent your dog, both Open and Advanced handlers may move anywhere on the course. After your dog has brought you the ducks, fetch or drive ducks to Pen A, and close the gate. (20 points)
2. Pen: Exhaust Pen B ducks, and put them in Pen C. (5 points)
3. Pen: Remove 5 ducks from Pen A. (5 points)
4. Chute: Load ducks into the chute (chute door will already be closed). Open handlers may move anywhere to load ducks, Advanced handlers must stay behind the handlers line at the mouth of the chute. Once ducks are loaded, the handler will touch one duck to check the "condition" of the ducks. Release all of the ducks, and shut the chute door. (20 points)
5. Specific task: Bring ducks to the "hold" bale (between chute and Panel D) and have the dog settle the ducks between you and the bale. Wait until the judge calls a "hold." (20 points)
6. Specific task: Fetch or drive ducks through Panel D, and then put 5 ducks into Pen A (5 points).
7. Pen: Remove 5 ducks from Pen C. (5 points)
8. Specific task: Bring ducks across the bridge. The ducks must enter the bridge from the side with the wing/bale. (20 points)
9. Bring the ducks to Pen B. Sort three ducks into the pen. Open handlers may sort any three ducks into the pen. Advanced handlers must sort three designated ducks (designated either by duck's color or physical collar/ID paint) into the pen. Once the three ducks are penned, shut the gate. When you have the gate shut, you may re-open the pen and put the remaining two ducks in. (25 points)
10. Remove Pen A ducks, and fetch or drive the group to the back half of the arena (past center Pen C). Run over. (5 points)

Time allowances:

Open - 18 minutes, with a 3 minute warning

Advanced - 15 minutes, with a 3 minute warning

Tie Breaker:

Step 5 - Hold

Step 8 - Bridge