

Farm Trial Weekend 2016

Sponsored by the Australian Shepherd Club of NE

(ASCA Sanctioning Pending)

May 14 and 15 2016 in cooperation with the

NH Sheep and Wool Festival

Location: Deerfield Fair Grounds –Swine Show Barn

34 Stage Rd. Deerfield NH 03037

Date: Saturday May 14-Mixed Farm Trial (goats/ducks)

“Trial Morning Chores”

24-28 runs available

Sunday May 15-Sheep Farm Trial (goat and sheep)

“Sheep and Goat Decisions”

24-28 runs available

Handler’s meeting at 8:30 am each day and runs to follow according to a pre-drawn run order

Judge: Allison Bryant from GA

Fee: \$45 per run Awards: Ribbons and prizes for 1st-4th place

ASCA rules will be followed and can be viewed at asca.org.

Bitches in season may run in order.

Post Mark Pre-Entries: Open April 4 and close April 30, 2016
Day of entries will be accepted if available at \$60 per run.

Entries should be made on ASCA trial entry forms and mailed to: Matt Mason –Course Director

557 West Salisbury Rd.

Salisbury, NH 03268.

Make checks payable to ASCNE

Questions can be sent to masonpr@tds.net

Handlers and owners will be responsible for any veterinary or other expenses associated with damaged livestock.

Replacement costs for sheep and goats is \$250 and ducks is \$25.

Please be advised that these Farm Trials are part of the NH Sheep and Wool Festival sponsored by the NH Sheep and Wool Growers Association. Information on the festival as well as directions and camping on the grounds is available on their website nhswga.com

Some campsites will be reserved for trial participants near the trial site, so please specify to NHSWGA that you are with the ASCA Farm Trial when making camping reservations. All camping fees must be paid to NHSWGA.

Trial Morning Chores: Saturday May 14, 2016

Step 1: You and your dog start your morning by taking 5 goats from their barn pen into the aisle and then out the barn door to the alley pen and close the barn door behind you. 5pts-pen

Step 2: Suddenly you realize that the ducks got out overnight and you need to put them into their pen before moving the goats thru the poultry paddock, so you leave the goats in the alley. Before leaving the alley pen though, you take advantage of the time to put collars on three of the goats that you remember the neighbor (judge) may be interested in buying. 5pts-collars on/specific task

Step 3: You and your dog leave the goats in the alley pen and enter the poultry paddock to put the ducks away so they do not get injured by the goats. Fortunately the geese stayed in their pen so that you don't have to deal with them, other than the noise. The 5 ducks are gathered and put into their pen. 7.5pts-pen

Step 4: You then opt to show the three goats to the neighbor (judge) by gate sorting just the three from the alley pen. 25 pts – gate sort

Step 5: You and your dog move the goats to the viewing spot where the neighbor (judge) can see them for a moment. NOTE: Advanced handlers must position the three goats in the designated area without leaving the hula hoop once the gate sort has been completed. Open handlers may settle the goats along the fence by moving anywhere to accomplish this task. 10pts-hold/specific task

Step 6: Once the neighbor (judge) acknowledges the hold in the viewing area, you return the three goats to the alley pen because you remember that someone is coming to pick up the ducks to go to the trial and it will be easier for everyone if they are crated rather than just in their pen. 5pts-pen

Step 7: You and your dog now move the ducks from their poultry paddock pen to the chute area. 7.5pts-pen.

Step 8. Once the ducks are in the chute area, they are pushed into it and loaded into the crate after the handler opens the crate door. 20 pts-Chute Note: Advanced handlers cannot go closer to the chute than the designated line once the crate door is opened. When the ducks are in the crate, the handler can step over the line to close the crate door. Open handlers can be anywhere near the chute. **Tie Breaker**

Step 9: Once the ducks are crated, you realize that the pasture is not very good secondary to the penned sheep having grazed it the day before. You feel that you need to grain the goats before being loaded into the trailer to go to the stockdog trial. The team then takes the 5 goats from the alley pen to the feeding station. 10pts.-specific task Note: Advanced handler teams must keep the goats beyond the station panels until the scoop of grain is in the dish and the handler has stepped away. Open handlers do not need to keep the goats out.

Step 10: While the goats are eating, you and your dog open the poultry paddock gates to the pasture and head to where the sheep are penned. You then send the dog to gather the goats. 20 pts.-Gather NOTE: Advanced handlers must have a hand on the sheep pen when the dog is sent but can then move

around. Open Handlers can position themselves anywhere between the sheep pen and the cone prior to sending their dog, and then they are able to move freely.

Step 11: When the goats are gathered, they are taken to the back of the trailer, but prior to loading them, the 3 collars need to be removed and left in the bucket since they may be a distraction for some dogs at the trial. 15pts-Trailer load/specific task

Time Allowances:

Advanced Teams will have 12 minutes on the course with a 3 minute warning.

Open Teams will have 15 minutes on the course with a 3 minute warning

Goat groups will be randomly sorted throughout the day.

Duck groups will be consistent.

A pen of geese will be in the Poultry paddock as a distraction for all runs.

A pen of sheep will be in the livestock pasture as a distraction for all runs.

The duck crate will be closed at the end of the chute and handlers will need to open it.

Tie Breaker task is Step 8, the duck chute.

Sheep and Goat Decisions: Sunday May 15, 2016

You have been raising sheep and goats but due to expenses, you need to make some decisions on which species to keep. You decide that you will make a decision by the time you are done with some daily maintenance chores.

Step 1: You and your dog go to the barn and remove three sheep from their pen and then decide to just make one trip to the paddock so you also bring 5 goats from their pen. You head into the alley pen between the barn and the paddock and close the barn door behind you. 10 pts- 2 pens

Step 2: Once the animals are in the alley pen, you decide it will be easier to put them thru the foot bath, one species at a time, so you gate sort the three sheep into the paddock first. 12.5pts-gate sort

Step 3: Once in the paddock, you and your dog put them into the chute where the foot bath is located, and close the door. 10pts-chute NOTE: Advanced handlers must remain behind the designated line while loading the chute. Open handlers can be anywhere.

Step 4: You and your dog then return to the alley pen and bring the 5 goats into the paddock. 5pts-pen

Step 5: The goats need to be settled and held near the opening of the chute while the sheep exit it and enter the holding pen. 10pts.-specific task

Step 6: The goats are then loaded into the foot bath chute and then exit to join the sheep in the holding pen. 10pts-Chute NOTE: Advanced handlers must remain behind the designated line while loading the chute once the entrance is opened and until the goats are loaded. Open handlers can be anywhere.

Step 7: All of the livestock are now back together in the exit pen and you have decided that there is a better market for sheep products so you decide to keep the sheep and sell the goats, as cute as they may be. You and your dog gate sort the three sheep from the holding pen and return them to the alley pen to go back to the barn. 12.5 pts-Gate sort **Tie Breaker**

Step 8: Once the sheep are penned, the goats need to be fed before they go to their new home, so you take them to the feeding station. 10 pts.-specific task NOTE: Advanced teams must keep the goats beyond the station panels until the grain is in the bowl and handler leaves the space. Open handlers do not have to keep the goats beyond the panels.

Step 9: While the goats are eating, you open the paddock gates heading to the pasture where your trailer is located at the far end. You and your dog go to the trailer. 20pts-Gather NOTE: Advanced handlers must keep their hand on the trailer door when sending their dog to gather the goats and open handlers can position themselves between the trailer and cone prior to sending their dog.

Step 10: As the goats are coming towards you ringing their bells, you remember that you should keep the belled collars to put on your sheep so that you will know where they are and if they are running etc. It will be easiest to remove the collars if the goats are penned, so you and your dog load them into the freestanding catch pen. 10 pts-pen

Step 11: The collars are removed from the goats and put into the bucket beside the pen. 5 pts-specific task

Step 12: You and your dog now take the goats from the catch pen to the trailer to be sold.15 pts-trailer

Time Allowances:

Advanced Teams have 12 minutes on the course and a 3 minute warning

Open Teams have 15 minutes on the course and a 3 minute warning

Goat groups will be randomly sorted throughout the day.

Sheep groups will stay consistent

Tie Breaker Task is Step 7, the second gate sort and return of goats to the alley pen