

ASCA Farm Trial Weekend 2017

Sponsored by the Australian Shepherd Club of New England

ASCA Sanctioning is Pending

The trials will be held in conjunction with the NH Sheep and Wool Festival

May 13 and 14, 2017

Location: Deerfield Fair Grounds - Swine Show Barn

34 Stage Rd. Deerfield NH, 03037

Judge: Deb Conroy from Minnesota

Fees: \$50 per run

Handler's meetings: Each morning at 8:30 with the first runs to follow according to a pre-drawn

Run order

Awards: Ribbons and Prizes for 1st-4th placements in Open and Advanced levels

ASCA Farm Trial Rules will be followed and can be viewed at www.asca.org

Bitches in season may run in order each day

Saturday May 13: "Goat Sales and Fowl Hassles" Maximum of 24 runs – mixed trial

Sunday May 14: "Sheep Stuff" Maximum of 24 runs - sheep trial

Entries: Post Mark Pre-entries open April 3, 2017 and close May 1, 2017

*Entries should be made on ASCA trial entry forms available at www.asca.org

*Entries will be accepted after May 1st if available for \$60 per run

Mail entries to: Matt Mason-Course Director

557 West Salisbury Rd. Salisbury, NH 03268

Questions can be sent to masonpr@tds.net

Replacement costs for sheep and goats is \$200 per head and \$25 for ducks. Handlers and/or dog owners will be responsible for any veterinary and other expenses associated with injured livestock during the weekend.

Information regarding the NH Sheep and Wool Festival including camping, can be found at www.nhswga.org

The festival committee is planning to reserve campsites near the trial site for trial participants so please notify them when you make your reservations. All camping fees must be paid to NH Sheep and Wool Growers Association.

“Goat Sales and Fowl Hassles”: Saturday May 13, 2017

Step 1: You bought 5 new goats last night and they need to be unloaded from the trailer. 5 pts-trailer/specific task.

*Advanced handlers cannot enter the trailer. Open handlers are allowed to enter the trailer to assist the dog.

Step 2: You and your dog take the goats across the paddock and put them into a pen just inside the barn doors before you get started on other chores. 5pts Fetch/specific task and 5 pts Pen work

Step 3: You and your dog continue your morning by passing thru the barn pen to go and take 5 other goats from their pen and into the alley pen, closing the barn door behind you. 5pts –pen work

Step 4: Suddenly you realize that the ducks got out overnight and you need to pen them before moving the goats into the Poultry Paddock. Before leaving the alley pen though, you opt to collar three of the goats that your neighbor (the judge) may be interested in buying. 5pts-collars on-specific task

Step 5: You and your dog leave the goats in the alley pen and go into the Poultry Paddock to pen the ducks so they are not injured by the goats. 5pts-pen work

Step 6: Your neighbor (the judge) is now on the fence, wanting to see the goats you are willing to sell to her, so you gate sort the three collared goats from the Alley Pen, into the poultry Paddock. 25pts-gate sort

Step 7: Your neighbor feels that you kept the “good goats” for yourself, so she demands that the 2 remaining goats also be included for her to look at closer. You add the 2 uncollared goats to the paddock and you and your dog maneuver all 5 goats into the designated area in front of her and hold them there until she has had a good look at them. 10pts-hold/specific task

Step 8: Once the neighbor (judge) has had a good look, return the five goats to the Alley Pen so that you can get the ducks crated. You forgot that someone was coming to buy them today. 5pts-pen

Step 9: You and your dog move the 5 ducks from their pen to the chute area. 5pts-pen

Note: the crate door cannot be opened until all 5 ducks are inside the advanced handler’s line near the chute.

Step 10: Once the ducks are in the loading area, they can be pushed into the chute and then the crate if you have opened the crate door. 20pts-chute

*Advanced handlers cannot go closer to the chute than the designated line once the crate door has been opened and until all 5 ducks are loaded into the crate, then the door can be closed. Open handlers can move freely to load the chute and crate.

Step 11: After the ducks are crated, you still need to feed the 5 goats. Your neighbor did not like any of them, so you are going to have to ship them. Out of guilt, you want to grain them one last time. You and your dog take the 5 goats from the Alley Pen to the Feeding station. 7.5pts-specific task

Step 12: While the goats are eating, you and your dog open the Poultry Paddock gates and head to the pen of sheep. You then send your dog back to gather the goats. 20pts-gather

*Advanced handlers must have a hand on the sheep pen when the dog is sent, but can move afterwards. Open handlers position themselves anywhere between the sheep pen and the cone, prior to sending their dog to gather the goats.

Step 13: 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 put into the bucket at the back of the trailer. 7.5 pts trailer load/specific task.

Time Allowances:

Advanced Teams will have 13 minutes on the course with a 3 minute warning

Open Teams will have 16 minutes on the course with a 3 minute warning

Livestock groups will be consistent throughout the day.

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

A pen of sheep will be on the course as a distraction for all runs.

Tie Breaker: Step 12- the goat gather.

“Sheep Stuff”: Sunday May 14, 2017

Step 1: You have bought 5 new sheep and they have lice. You left them on the trailer overnight so that you can treat them and keep them isolated from the rest of the flock. Remove the 5 sheep from the trailer and take them to the pen beside the barn. 15 pts. -Trailer work and fetch/specific task

*Advanced handlers cannot enter the trailer but Open handlers can to assist their dog

Step 2: Place the 5 sheep in the pen. 10pts-Pen work

Step 3: Before going any further, you take the spray bottle and treat the five sheep with it by having your dog settle them in the pen for you. 5pts- spray/specific task

Step 4: Leave those 5 sheep in that pen and go around the barn to the aisle to get on with the rest of your day since the vet is coming and you want to be ready for him. Remove 5 sheep from a pen and take them down the aisle and into the alley pen, closing the barn door behind you. 5 pts.-pen work

Step 5: There are 3 collars in a bucket at the end of the pen, put them on the three sheep that you think need to be ultrasounded for pregnancy when the vet gets there. 5pts-specific task

Step 6: Gate sort the three collared sheep into the paddock, leaving the two without collars behind. 25pts-Gate sort

Step 7: When you look back at the remaining two sheep, you realize that they too may be pregnant, so you bring them into the paddock as well and move all 5 sheep into the chute. 20pts-Chute work

*Advanced handlers stay behind the designated line and cannot close the end of the chute. Open handlers can move anywhere and can close the end of the chute. TIE BREAKER

Step 8: The vet comes and ultrasounds all 5 sheep to discover that the two non-collared ewes are pregnant and only one of the other three is pregnant. Unfortunately you accidentally released the sheep into the exit pen before changing their collars. So you need to collar those two ewes by taking collars off of two of the others while they are in the exit pen. 5pts-specific task

Step 9: You decide that you do not want to deal with summer lambs, so rather than sorting the sheep again, you decide to send all 5 to a friend that enjoys summer lambings. Before hauling them though, the sheep need to be fed and watered. Take the sheep out of the exit pen, pick up the buckets of grain and water and go to the feeding pen. 5pts-pen work

Step 10: Load the sheep into the feeding pen and dump the grain into the pan and leave the water bucket in the pen and leave the gate open. 5 pts-pen work

Step 11: While the sheep are eating, you and your dog go to the trailer and then send the dog back to gather the sheep. 20pts-Blind Gather

*Advanced handler teams must both be at the back of the trailer when the dog is sent. Open handlers can leave their dog at the trailer and position themselves anywhere between the trailer and cone when sending the dog.

Step 12: When the sheep arrive at the trailer, you need to take the three collars off and put them in the bucket. 5 pts- specific task

Step 13: All 5 sheep should be loaded into the trailer and close the door. 5pts-specific task

Time Allowances:

Advanced Teams will have 13 minutes on the course with a 3 minute warning.

Open Teams will have 16 minutes on the course with a 3 minute warning

Sheep groups will be consistent all day

Tie breaker: Step 7 Chute work