

# ASCA Farm Trial Weekend 2018

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 12 and 13, 2018

Location: Deerfield Fair Grounds-Swine Show Barn

34 Stage Rd. Deerfield NH, 03037

Judge: Marti Parrish from Washington

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 1<sup>st</sup>-4<sup>th</sup> placements in Open and Advanced levels

ASCA Farm Trial Rules will be followed and can be viewed at [asca.org](http://asca.org)

Bitches in season may run in order each day

Saturday May 12: "Goat Sales and Fowl Hassles" Maximum of 24 runs –Mixed Farm trial

Sunday May 13: "Sheep Stuff" Maximum of 24 runs-Sheep Farm trial

Entries: Post Mark Pre-entries open March 31, 2018 and close May 1, 2018

\*Entries should be made on ASCA trial entry forms available at: [www.asca.org](http://www.asca.org)

\*Entries will be accepted after May 1<sup>st</sup> 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](mailto: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](http://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.

## **“Sheep Stuff”: Sunday May 13, 2018**

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. The trailer compartment is approximately 8 ft by 7ft.

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

Step3: Before going any further, you treat the five sheep for lice by having your dog settle them in the pen and then you will spray each sheep once. 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 her. Remove 5 sheep from the designated pen and move them 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 alley pen, put them on the three sheep that you think need to be ultrasounded for pregnancy when the vet gets there. Once collared, turn the 5 sheep into the paddock and go close the exit of the chute. 5pts-specific task

Step 6: Gate sort the three collared sheep into the pen at the entrance of the chute, leaving the two without collars in the paddock. 25pts-Gate sort

Step7: When you look at the two remaining sheep, you realize that they too may be pregnant, so you bring them into the pen as well and then move all 5 sheep into the chute. 20pts-Chute work

\*Advanced handlers cannot be in the pen to load the chute. Open handlers can be in the pen to assist their dogs in loading 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, dump the grain into the pan, leave the water bucket in the pen and close the gate. A friend will plan to open the gate soon. 5 pts-pen work

Step 11: While the sheep are eating, you and your dog go to the trailer, being sure to leave the paddock gates open. When ready, signal to your friend to open the pen up and then you send your dog back to gather the sheep while your friend waits near the pen. 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 their 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 the door is closed before time stops. 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

There will be a crate of fowl on the course as a distraction for all runs.

Tie breaker #1: Step 7 Chute work

Tie Breaker #2: Step 1 Trailer work and fetch

## **“Goat Sales and Fowl Hassles”: Saturday May 12, 2018**

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. The trailer compartment is approximately 7 ft by 8 ft.

Step2: You and your dog take the goats across the paddock and put them into a pen just inside the barn doors. 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 3 goats you are willing to sell to her. You allow all 5 goats to enter the paddock and then gate sort the 3 collared goats back into the Alley pen, leaving the 2 non-collared goats in the Paddock. 25pts-gate sort

Step 7: Your neighbor feels that you kept the “2 good goats” for yourself, so she requests that all 5 goats be in the paddock and held in the designated area in front of her until she has had a good look at them. 10pts-hold/specific task

Step 8: Once the neighbor (judge) has seen enough of your goats, 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 duck 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 near the opening of the chute, 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 crate of roosters 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 #1: Step 12- the gather 20 pts. Tie Breaker #2: Step 7- the hold 10 pts.