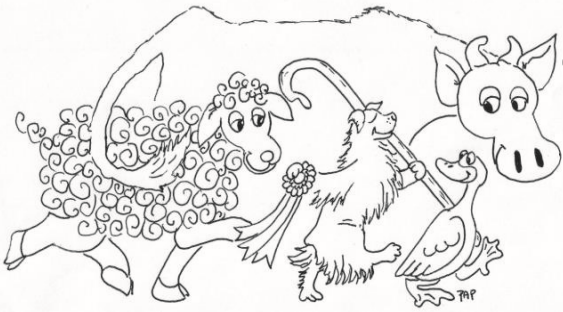


# Greater Atlanta Australian Shepherd Club Jubilee Stock Dog Trial 2019



October 3 – 6, 2019, ASCA Sanction Pending  
2 Farm Dog Trials (cattle/ducks/sheep/mixed)  
4 Stockdog Arena Trials (cattle/ducks/sheep)

Hardrock Aussies Farm  
445 Shinall Gaines Rd NW Cartersville, GA 30121

Pre-Entries open 08/12/2019 and close 9/16/2019, Checks payable to GAASC  
Mail to GAASC Trial Secretary 445 Shinall Gaines Rd NW Cartersville, GA 30121

ON ALL DAYS Gates open at 7am. Handlers' meeting at 7:45am with trial starting immediately after.  
On Thurs and Friday, parking in lower pasture only. **Entry limits may be adjusted based on pre-entries.**  
Run orders will be drawn prior to the trial. Bitches in season run in draw order.

Stock: Beef mix breed cattle at market value, Hair mix breed sheep \$300 and mix breed Call ducks \$25

## Weekend Buckle Awards

High Combined ALL trials Champion sponsored by Hardrock Aussies

High Combined Stockdog Arena Trials sponsored by GAASC

Most Promising Started Aussie Stockdog Arena Trials sponsored Hardrock Farm and David Evans

Farm Dog Trials on Thursday, 10/03/19, judge Bob Myrick (GA)  
and Friday, 10/04/19, judge Russ Ford (TX)

Course Director: Cheryl Padgett [hardrockaussies@yahoo.com](mailto:hardrockaussies@yahoo.com) 404.216.5152

Trial Secretary: Wendy Eldredge [wigglywendy@yahoo.com](mailto:wigglywendy@yahoo.com) 678.427.2713

Stock	Pre-entry	Day of	Head/Run	Maximum Runs
Cattle	\$60.00	\$70.00	5	8 Thurs/10 Fri
Ducks	\$40.00	\$50.00	5	10
Sheep	\$50.00	\$60.00	5	10
Mixed Thur-c/s, Fri-s/d	\$60.00	\$70.00	5/5	8 Thurs/10 Fri
All 4 stock on same day	\$185.00	N/A		

Divisions offered: Open, Advanced, FEO

Awards: Flat ribbons for qualifying and 1<sup>st</sup> – 4<sup>th</sup>, \$50 Cash awarded to High Combined Farm Dog  
(Thursday sponsored by Dean Jennings and Friday sponsored by Mekkado Kennel)

Rosette and Beanie Baby Bull for new FTCH title

Arena Stockdog Trials on Saturday, 10/05/19 'H' course all stock  
and Sunday, 10/06/19 'E' course all stock

Sat AM - Russ Ford (TX) judges cattle and sheep, Cheryl Padgett (GA) judges ducks

Sat PM - Cheryl Padgett judges cattle and sheep, Russ Ford judges ducks

Sun AM - Russ Ford judges cattle and sheep, Cheryl Padgett judges ducks

Sun PM - Cheryl Padgett judges cattle and sheep, Russ Ford judges ducks

Course Director: Wendy Eldredge [wigglywendy@yahoo.com](mailto:wigglywendy@yahoo.com) 678.427.2713

Trial Secretary: Renee Watson [renwatson@comcast.net](mailto:renwatson@comcast.net) 770.510.8641

Stock	Pre-entry	Day of	Head/Run	Runs Available
Cattle	\$55.00	\$65.00	3-5	combined
Ducks	\$35.00	\$45.00	5	50 runs
Sheep	\$45.00	\$55.00	3-5	per trial
All 3 stock per trial	\$125.00	N/A		

Divisions offered: Started, Open, Advanced, Working Junior Handler (not for title), Novice Handler and FEO

Awards: Flat ribbons for qualifying and 1<sup>st</sup> – 4<sup>th</sup>, Rosettes for High in Trial Started, Open, Advanced, Champion  
of Record and Junior Handler with ties broken by class of stock (c, s, d)

Rosette and Beanie Baby Witch for new WTCH title

Special Weekend Package, 2 farm trials all 4 stock in each and 4 arena trails all 3 stock in each \$825.00



**Volunteers** help make these trials run smoothly and are greatly appreciated. Please feel free to ask how you can help.

**Fellowship Dinner:** Join us Saturday night for a Dutch treat dinner at one of the local Cartersville restaurants. As host, Cheryl Padgett ( [hardrockaussies@yahoo.com](mailto:hardrockaussies@yahoo.com) ) will select the restaurant and make reservations. Please let Cheryl know if and how many in your party plan to attend.

## **ATTENTION EXHIBITORS**

All trials will be conducted under the rules and regulations of ASCA Stockdog program. The rule book is available at <https://www.asca.org/wp-content/uploads/2019/05/June-2019-Stockdog-Rules-5-24-2019.pdf> or call ASCA at 979-778-1082. Disputes must be brought to the immediate attention of the course director and will in all cases follow the dispute regulations outlined in the ASCA Stockdog rule book, pages. Bitches in heat will run in draw order. Entry fees will not be refunded in the event a dog is absent, disqualified, excused, or barred from competition by action of the show committee. Entry fees will only be refunded if the refund request is received before the pre-entry closing date, no entry fee will be refunded if the show cannot be opened or completed by reasons of riots, civil disturbances, fire, Acts of God, or public emergency. Substitutions allowed with dogs that you own or co own. The show-giving club, the Show Chairman, their agents, officers, and/or committee shall assume no responsibility for injury to children. Judges may be substituted. All dogs must always be leashed or crated except when competing. No electrical and/or mechanical training devices will be permitted on the show grounds. Please clean up after your dogs. For the safety of your dogs and others all dogs must have current vaccinations against rabies, distemper/parvo, you are asked to bring a copy of the rabies certificate with you. There will be a \$35.00 service charge for any returned checks. Refunds issued up to pre-entry deadline. Substitutions allowed with dogs that you own or co own.

**This is a private farm, so please treat it with respect.  
OVERNIGHT PARKING IS NOT AVAILABLE AT THE TRIAL SITE**

Camping: KOA - 800 Cassville White Rd NW, Cartersville, GA 30121 (770) 382-7330

Hotels: double check pet policy before booking your rooms

Cartersville North Inn & Suites 11 Kent Dr NW Cartersville, GA 770.386.9259 host motel - ask for 'dog show' rate

Microtel Inn and Suite – 1348 Joe Frank Harris Pkwy, Cartersville, GA 678.605.9331 (30 pound limit)

Days Inn – 5618 Hwy. 20 Se, Cartersville, GA 770.382.1824

Best Western Garden Inn & Suites – 5663 Highway 20 NE, Cartersville, GA 770.386.1569

Hampton Inn – 5600 Hwy. 20 Se, Cartersville, GA 770.382.8999

Knights Inn – 420 E Church St, Cartersville, GA 770.386.7263

Quality Inn – 235 S. Dixie Ave., Cartersville, GA 770.386.1361

Red Roof Inn – 28 Hwy 20 Spur, I-75 exit 290, Cartersville, GA 770.387.1800

Please, no dog washing in the motels, and please pick up after your dog at the motel and show grounds.

Be sure to check with your hotel choice about pets prior to booking (pet policies change without notification).

Vet: Westside Animal Hospital, Dr. Lisa Walker 201 Doulthit Ferry Rd. Cartersville, GA 30120 770.607.3055  
Emergency after hours 770.547.9153 <http://www.cartersvillevets.com/westside-animal-hospital/>

## GAASC Farm Trial 1 – Cattle

Time: 18 minutes, warnings at 10 and 3 minutes

Tie Breaker: #1 GATHER, #2 SORT

Tasks must be completed in order. Handler is responsible for closing all gates including chute back gate and head gate. Course will start with 5 head of stock in Pens 6, 7, 8 and 9 with all course gates closed.

Task	Possible Score
<b>PEN #1</b> – move stock from Pen Specified by Judge through Front Alley into Pen 1 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 1 and gate closed</i>	<b>5</b>
<b>PEN #2</b> – move stock from Pen 1 through Front Alley to Arena <i>Starts when Pen #1 is complete, ends with stock in Arena and gate closed</i>	<b>8</b>
<b>TASK #1, FIELD WORK</b> – move stock to driveway end of Arena, call dog off and move to cone Advanced handler drives stock, Open handler may drive or fetch <i>Starts when Pen #2 is complete, ends with stock is settled at driveway end of Arena with dog and handler at cone</i>	<b>20</b>
<b>GATHER</b> – send dog from cone to gather stock into Front Alley Advanced handler stays at cone until dog is sent, Open handler may move up halfway before sending dog <i>Starts when dog leaves for gather, ends with stock in Front Alley and gate closed</i>	<b>20</b>
<b>PEN #3</b> – move stock from Front Alley through Pen 1 into Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	<b>7</b>
<b>SORT</b> – sort 3 marked head into Pen 3 from Pen 2, then reunite all in Pen 2 Sort direction at handler's discretion <i>Starts when Pen #3 is complete, ends with stock in Pen 2 and gate closed</i>	<b>25</b>
<b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Sort is complete, ends with stock in Pen 4 and gate closed</i>	<b>20</b>
<b>PEN #4</b> – move stock from Pen 4 into Chute <i>Starts when Footbath is complete, ends with stock in Chute and gate closed</i>	<b>7</b>
<b>CHUTE</b> – inspect/doctor stock from Inspection Alley and move through Back Alley into open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts Pen #4 is complete, ends with stock in open pen and all gates closed</i>	<b>20</b>

## GAASC Farm Trial 1 – Mixed Sheep & Cattle

Time: 18 minutes, warnings at 10 and 3 minutes

Tie Breaker: #1 GATHER, #2 SORT

Tasks must be completed in order. Handler is responsible for closing all gates including chute back gate and head gate. Course will start with 5 head of stock in Pens 6, 7, 8 and 9, 5 head of sheep in the Pasture with all course gates closed.

Task	Possible Score
<b>SHEEP GATHER</b> – send dog from cone to gather stock and move into Wide Alley Advanced handler stays at cone until dog is sent, Open handler may move up halfway before sending dog <i>Starts when dog leaves for gather, ends with stock Wide Alley with gate closed</i>	<b>20</b>
<b>SHEEP PEN #1</b> – move stock from Wide Alley into Pen B <i>Starts when Gather is complete, ends with stock in Pen B and gate closed</i>	<b>6</b>
<b>SHEEP SORT</b> – sort 3 marked head into Pen C from Pen B, then reunite all in Pen B Sort direction at handler's discretion <i>Starts when Pen #1 is completed, ends with stock in Pen B with gate closed</i>	<b>25</b>
<b>SHEEP TASK #1 TRAILER</b> – move stock from Pen B through Narrow Alley & Pen D into Trailer than Unload stock, move stock back through Pen D & Narrow Alley to Pen B <i>Starts when Sort is completed, ends with stock in Pen B and gate closed</i>	<b>20</b>
<b>SHEEP PEN #2</b> – move stock from Pen B through Narrow Alley into open pen <i>Starts when Trailer is completed and ends when stock is in open pen with all gates closed</i>	<b>6</b>
<b>Time will stop when gate for SHEEP PEN #2 is closed. Time will restart when CATTLE PEN #3 gate is opened.</b>	
<b>CATTLE PEN #3</b> – move stock from Pen Specified by Judge through Front Alley & Pen 1 into Pen 2 <i>Starts when handler opens gate of Cattle Pen #3, ends with stock in Pen 2 with gate closed</i>	<b>7</b>
<b>CATTLE TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Pen #3 is completed, ends with stock in Pen 4 and gate closed</i>	<b>20</b>
<b>CATTLE PEN #4</b> – move stock from Pen 4 into Chute Advanced handler stays at Footbath gate, Open handler may move anywhere in Pen 4 <i>Starts when Footbath is complete, ends with stock in Chute with back gate closed</i>	<b>6</b>
<b>CATTLE CHUTE</b> – inspect/doctor stock and move to open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Pen #4 is completed, ends when stock in open pen and all gates closed</i>	<b>20</b>

## GAASC Farm Trial 1 – Sheep

Time: 14 minutes, warnings at 7 and 3 minutes

Tie Breaker: #1 GATHER, #2 SORT

Tasks must be completed in order. Handler is responsible for closing all gates including chute back gate and head gate. Course will start with 5 head of stock in Pens 6, 7, 8 and 9 with all course gates closed.

Task	Possible Score
<b>PEN #1</b> – move stock from Pen Specified by Judge through Front Alley into Pen 1 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 1 and gate closed</i>	<b>6</b>
<b>PEN #2</b> – move stock from Pen 1 into Pasture <i>Starts when Pen #1 is complete, ends with stock in Pasture and gate closed</i>	<b>7</b>
<b>TASK #1, FIELD WORK</b> – move stock to driveway end of Pasture, call dog off and move to cone Advanced handler drives stock, Open handler may drive or fetch <i>Starts when Pen #2 is complete, ends with stock is settled at driveway end of Pasture with dog and handler at cone</i>	<b>20</b>
<b>GATHER</b> – send dog from cone to gather stock into Pen 1 Advanced handler stays at cone until dog is sent, Open handler may move up halfway before sending dog <i>Starts when dog leaves for gather, ends with stock in Pen 1 and gate closed</i>	<b>20</b>
<b>PEN #3</b> – move stock from Pen 1 into Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	<b>6</b>
<b>SORT</b> – sort 3 marked head into Pen 3 from Pen 2, then reunite all in Pen 2 Sort direction at handler's discretion <i>Starts when Pen #3 is complete, ends with stock in Pen 2 and gate closed</i>	<b>25</b>
<b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Sort is complete, ends with stock in Pen 4 and gate closed</i>	<b>20</b>
<b>PEN #4</b> – move stock from Pen 4 into Chute <i>Starts when Footbath is complete, ends with stock in Chute and gate closed</i>	<b>6</b>
<b>CHUTE</b> – inspect/doctor stock from Inspection Alley and move through Back Alley into open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts Pen #4 is complete, ends with stock in open pen and all gates closed</i>	<b>20</b>

## GAASC Farm Trial 1 – Ducks

Time: 12 minutes, warnings at 7 and 3 minutes

Tie Breaker: #1 GATHER, #2 SORT

Tasks must be completed in order. Handler is responsible for closing all gates including chute back gate and head gate. Course will start with 5 head of stock in Gather basket and all gates closed.

Task	Possible Score
<b>GATHER</b> – send dog from cone to gather stock past cone	<b>20</b>
<i>Advanced handler stays at cone until dog is sent, Open handler may move up halfway before sending dog Starts when dog leaves for gather, ends with stock is past cone</i>	
<b>PEN #1</b> – move stock from Large Pen into Pen 1	<b>7</b>
<i>Starts when Gather is complete, ends with stock in Pen 1 and gate closed</i>	
<b>SORT</b> – sort 3 marked head into Pen 2 from Pen 1 then reunite all in Pen 1	<b>25</b>
<i>Sort direction at handler’s discretion Starts when Pen #1 is complete, ends with stock in Pen 1 and gate closed</i>	
<b>PEN #2</b> – move stock from Pen 1 into Large Pen	<b>6</b>
<i>Starts when Sort is complete, ends with stock in Large Pen and gate closed</i>	
<b>TASK #1 BRIDGE/UNDERPASS</b> – move stock over Bridge and clockwise through Underpass	<b>20</b>
<i>Advanced handler must stay behind Underpass until stock enters bridge, Open handler may move anywhere Starts when Pen #2 is complete, ends when stock has cleared Underpass</i>	
<b>TASK #2, FOOTBATH</b> – move stock from Underpass thru Footbath	<b>20</b>
<i>Advanced handler must stay 5’ from Foot Bath until stock enters Footbath, Open handler may move anywhere Starts when Bridge is complete, ends when stock has cleared Footbath</i>	
<b>CHUTE</b> – move stock into Chute, inspect than release through Large Pen into Pen 1	<b>20</b>
<i>Starts when Footbath is complete, ends with stock in Pen 1 and gate closed</i>	
<b>PEN #3</b> – move stock from Pen 1 into Pen 2	<b>6</b>
<i>Starts when Chute is complete, ends with stock in Pen 2 and gate closed</i>	
<b>PEN #4</b> – move stock from Pen 2 into Alley	<b>6</b>
<i>Starts when Pen #3 is complete, ends with stock in Alley and gates closed</i>	

## GAASC Farm Trial 2 – Cattle

Time: 18 minutes, warnings at 10 and 3 minutes

Tie Breaker: #1 SORT, #2 GATHER

Tasks must be completed in order. Handler is responsible for closing all gates including chute back gate and head gate. Course will start with 5 head of stock in Pens 6, 7, 8 and 9 with all course gates closed and feed in feed bunk.

Task	Possible Score
<b>PEN #1</b> – move stock from Pen Specified by Judge through Front Alley and Pen 1 into Pen 2 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate closed</i>	<b>5</b>
<b>SORT</b> – sort 3 marked head into Pen 3 from Pen 2, then reunite all in Pen 1 Sort direction at handler's discretion <i>Starts when Pen #1 is complete, ends with stock in Pen 1 and gate closed</i>	<b>25</b>
<b>PEN #2</b> – move stock from Pen 1 through Front Alley to Arena <i>Starts when Sort is complete, ends with stock in Arena and gate closed</i>	<b>7</b>
<b>TASK #1 FIELD WORK</b> – move stock to feed bunk in Arena, call dog off and move to cone Advanced handler drives stock, Open handler may drive or fetch <i>Starts when Pen #2 is complete, ends with stock at feed bunk and dog and handler at cone</i>	<b>20</b>
<b>GATHER</b> – send dog from cone to gather stock and move stock into Front Alley Advanced handler stays at cone until dog is sent, Open handler may move up halfway before sending dog <i>Starts when dog leaves for gather, ends with stock in Front Alley and gate closed</i>	<b>20</b>
<b>PEN #3</b> – move stock from Front Alley through Pen 1 to Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	<b>8</b>
<b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath to Pen 4 <i>Starts when Pen #3 is complete, ends with stock in Pen 4 and gate closed</i>	<b>20</b>
<b>PEN #4</b> – move stock from Pen 4 into Chute <i>Starts when Footbath is complete, ends with stock in Chute and gate closed</i>	<b>5</b>
<b>CHUTE</b> – inspect/doctor stock from Inspection Alley and move through Back Alley to open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Pen #4 is complete, ends with stock in open pen and all gates closed</i>	<b>20</b>

## GAASC Farm Trial 2 – Mixed Sheep & Ducks

Time: 14 minutes, warnings at 7 and 3 minutes

Tie Breaker: #1 SORT, #2 GATHER

Tasks must be completed in order. Handler is responsible for closing all gates including chute back gate and head gate. Course will start with 5 head of ducks in Pen 3, 5 head of sheep in Pens G, H, I and J with trailer gate open and all other gates closed.

Task	Possible Score
<b>SHEEP PEN #1</b> – move stock from Judge Specified Pen through Narrow Alley into Pen B <i>Starts when handler opens gate Judge Specified Pen, ends with stock in Pen B and gate closed</i>	6
<b>SHEEP SORT</b> – sort 3 marked head into Pen C from Pen B, then reunite all in Pen B Sort direction at handler's discretion <i>Starts when Pen #3 is complete, ends with stock in Pen B and gate closed</i>	25
<b>SHEEP TASK #1 TRAILER</b> – move stock from Pen B through Narrow Alley and Pen D to load stock into trailer Unload stock and move stock back through Pen D and Narrow Alley into Pen B (leave trailer open) <i>Starts when Sort is complete, ends with stock in Pen B and gate closed</i>	20
<b>SHEEP PEN #2</b> – move stock from Pen B through Narrow Alley into open pen Advanced handler stays at gate while dog moves stock out of pen, Open handler may move anywhere <i>Starts when Trailer is complete, ends with stock in open pen and all gates closed</i>	7
<b>Time will stop when gate for SHEEP PEN #2 is closed. Time will restart when DUCK PEN #3 gate is opened.</b>	
<b>DUCK PEN #3</b> – move stock from Pen 3 into Large Pen <i>Starts when handler opens gate of Pen 3, ends with stock in Large Pen and gate closed</i>	6
<b>DUCK TASK #2, FOOTBATH</b> – move stock thru Footbath Advanced handler must stay 5' from Foot Bath until stock enters Footbath, Open handler may move anywhere <i>Starts when Pen #1 is complete, ends stock has cleared Footbath</i>	20
<b>DUCK CHUTE</b> – move stock into Chute, load stock into Crate and move Crate to Wagon <i>Starts when Footbath is complete, ends with Crate in Wagon</i>	20
<b>DUCK GATHER</b> – send dog from cone to gather stock into Pen 1 Advanced handler stays at cone until dog is sent, Open handler may move up halfway before sending dog <i>Starts when dog leaves for Gather, ends with stock in Pen 1 and gate closed</i>	20
<b>DUCK PEN #4</b> – move stock from Pen 1 through Pen 2 into Alley <i>Starts when Gather is complete, ends with stock in Alley and all gates closed</i>	6



## GAASC Farm Trial 2 – Sheep

Time: 14 minutes, warnings at 7 and 3 minutes

Tie Breaker: #1 SORT, #2 GATHER

Tasks must be completed in order. Handler is responsible for closing all gates including chute back gate and head gate. Course will start with 5 head of stock in Pens 6, 7 and 8 with all course gates closed and feed in feed bunk.

Task	Possible Score
<b>PEN #1</b> – move stock from Pen Specified by Judge through Front Alley and Pen 1 into Pen 2 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate closed</i>	<b>10</b>
<b>SORT</b> – sort 3 marked head into Pen 3 from Pen 2, then reunite all in Pen 1 Sort direction at handler’s discretion <i>Starts when Pen #1 is complete, ends with stock in Pen 1 and gate closed</i>	<b>25</b>
<b>PEN #2</b> – move stock from Pen 1 to Pasture <i>Starts when Sort is complete, ends with stock in Pasture and gate closed</i>	<b>5</b>
<b>TASK #1 FIELD WORK</b> – move stock to feed bunk in Pasture, call dog off and move to cone Advanced handler drives stock, Open handler may drive or fetch <i>Starts when Pen #2 is complete, ends with stock at feed bunk and dog and handler at cone</i>	<b>20</b>
<b>GATHER</b> – send dog from cone to gather stock and move stock to Pen 1 Advanced handler stays at cone until dog is sent, Open handler may move up halfway before sending dog <i>Starts when dog leaves for gather, ends with stock in Pen 1 and gate closed</i>	<b>20</b>
<b>PEN #3</b> – move stock from Pen 1 to Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	<b>5</b>
<b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath to Pen 4 <i>Starts when Pen #3 is complete, ends with stock in Pen 4 and gate closed</i>	<b>20</b>
<b>PEN #4</b> – move stock from Pen 4 into Chute <i>Starts when Footbath is complete, ends with stock in Chute and gate closed</i>	<b>5</b>
<b>CHUTE</b> – inspect/doctor stock from Inspection Alley and move through Back Alley to open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Pen #4 is complete, ends with stock in open pen and all gates closed</i>	<b>20</b>

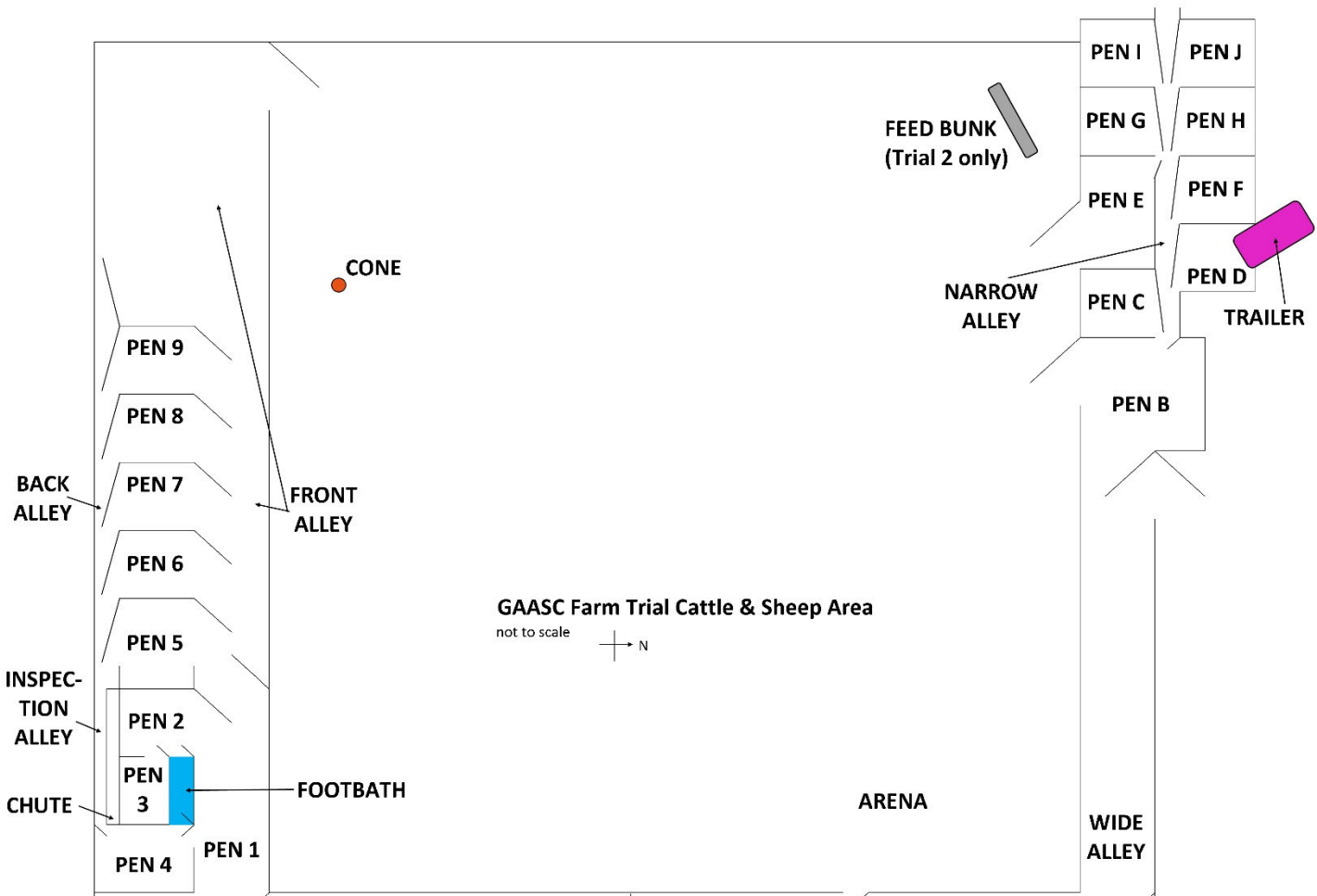
## GAASC Farm Trial 2 – Ducks

Time: 12 minutes, warnings at 7 and 3 minutes

Tie Breaker: #1 SORT, #2 GATHER

Tasks must be completed in order. Handler is responsible for closing all gates including chute back gate and head gate. Course will start with 5 head of stock in Pen 3 and all gates closed.

Task	Possible Score
<b>PEN #1</b> – move stock from Pen 3 into Large Pen <i>Starts when handler opens gate of Pen 3, ends with stock in Large Pen and gate closed</i>	<b>6</b>
<b>TASK #1 BRIDGE/UNDERPASS</b> – move stock over Bridge and clockwise through Underpass Advanced handler must stay behind Underpass until stock enters bridge, Open handler may move anywhere <i>Starts when Pen #1 is complete, ends when stock has cleared Underpass</i>	<b>20</b>
<b>TASK #2, FOOTBATH</b> – move stock from Underpass thru Footbath Advanced handler must stay 5' from Foot Bath until stock enters Footbath, Open handler may move anywhere <i>Starts when Bridge is complete, ends when stock has cleared Footbath</i>	<b>20</b>
<b>CHUTE</b> – move stock into Chute, load stock into Crate and move Crate to Wagon <i>Starts Footbath is complete, ends with Crate in Wagon</i>	<b>20</b>
<b>Time will stop when crate is in the Wagon. Time will restart when dog leaves for gather.</b>	
<b>GATHER</b> – send dog from cone to gather stock past cone Advanced handler stays at cone until dog is sent, Open handler may move up halfway before sending dog <i>Starts when dog leaves for Gather, ends with stock is past cone</i>	<b>20</b>
<b>PEN #2</b> – move stock from Large Pen into Pen 1 <i>Starts Gather is complete, ends with stock in Pen 1 with gate closed</i>	<b>7</b>
<b>SORT</b> – sort 3 marked head into Pen 2 from Pen 1 then reunite all in Pen 1 Sort direction at handler's discretion <i>Starts when Pen #2 is complete, ends with stock in Pen 1 and gate closed</i>	<b>25</b>
<b>PEN #3</b> – move stock from Pen 1 into Pen 2 <i>Starts when Sort is complete, ends with stock in Pen 2 and gate closed</i>	<b>6</b>
<b>PEN #4</b> – move stock from Pen 2 into Alley <i>Starts when Pen #3 is complete, ends with stock in Alley and all gates closed</i>	<b>6</b>



**GAASC Farm Trial Cattle & Sheep Area**

not to scale

- Pen 1 - 12' x 36', 12' gates to Pasture & Front Alley
- Pen 2 - 12' x 12', 12' gate to Pen 1, 4' gates to Pen 3 & Footbath
- Pen 3 - 12' x 8'
- Footbath - 4' x 12', 4' gate to Pen 4
- Pen 4 - 16' x 12', 2' slide gate to Chute & 2' gate to inspection
- Chute - 2' x 24', 2' head gate
- Back Alley - 4' x 64', 12 gate to Front Alley
- Pen 5 - 12' x 16', 12' gates to Back & Front Alleys
- Pen 6 - 12' x 12', 12' gates to Back & Front Alleys
- Pen 7 - 12' x 12', 12' gates to Back & Front Alleys
- Pen 8 - 12' x 12', 12' gates to Back & Front Alleys
- Pen 9 - 12' x 12', 12' gates to Back & Front Alleys
- Front Alley - 12' x 64' with 16' x 50' dogleg, 12' gate to Arena

- Arena - 250' x 150', 4' gate to Pasture
- Pasture - 290' x 360', 24' gate to Driveway
- Wide Alley - 12' x 78', 12' gate to Pasture & Pen B
- Pen B - 20' x 20', 12' gate to Arena & 4' gate to Narrow Alley
- Narrow Alley - 4' x 60'
- Pen C - 12' x 12', 12' gate to Narrow Alley
- Pen D - 12' x 12', 12' gate to Narrow Alley
- Pen E - 12' x 20', 4' gate to Narrow Alley
- Pen F - 12' x 12', 12' gate to Narrow Alley
- Pen G - 12' x 12', 12' gate to Narrow Alley
- Pen H - 12' x 12', 12' gate to Narrow Alley
- Pen I - 12' x 12', 12' gate to Narrow Alley
- Pen J - 12' x 12', 12' gate to Narrow Alley
- Feed Bunk (Trial 2 only)

**DRIVEWAY GATES**

# GAASC Farm Trial Duck Area

- Large Pen - 40' x 90', 3' entry gate
  - Pen 1 - 8' x 10', 6' gate to Large Pen, 4' gate to Pen 2
  - Pen 2 - 8' x 10', 2' gate to Alley
  - Alley - 2' x 12', 2' gate to Pen 3
  - Pen 3 - 8' x 10', 5' gate to Large Pen
  - Bridge - 10' x 1.5'
  - Underpass - 2' x 2' x 2'
  - Footbath - 3' x 8'
  - Chute - 10' x 1' with 1' front & 3' back gate:
  - Crate (Trial 2 only)
  - Wagon (Trial 2 only)
- not to scale

