



Tri-County Australian Shepherd Working Association

www.tricountyaussies.com

Farm (sheep & mixed) Trials

ASCA Sanctioned All Herding Breed Stockdog Trials

Sunday, January 3, 2016

Location: 'The Pasture' 5865 Robinson, Riverside, California 92503

Judge: Mike Tremblay

COURSE DIRECTOR/Trial Secretary:

Susan Graham, 909-596-8452, sssssgraham@aol.com cell for day of trial emergencies: 626-318-2494
1249 Oakmead Lane, La Verne, CA 91750

HANDLER'S MEETING AT 8:00 AM. FARM TRIAL STARTS AT 8:30 AM SHARP EACH DAY. Mixed Farm Trial will be run first, followed by the Sheep Farm Trial; not before noon. Exhibitors will be emailed entry confirmations and run numbers.

Trials

Mon: Farm Trial Mixed (12 runs*)

Mon: Farm Trial Sheep (16 runs*)

PRE-Entries

\$40/Run

\$40/Run

POST-Entries

\$45/Run

\$45/Run

Stock

7 mixed breed ducks, 6 mixed breed sheep

7 head mixed breed sheep

Note: depending upon the number of entries for each trial, these numbers may be adjusted ~ please pre-enter!

Entry Form available at: <http://www.tricountyaussies.com>. Mail Entry Form to Show Secretary at the address above.

Please make checks payable to TCASWA. A \$25.00 service charge for returned checks.

Entry Rules: All ASCA rules and regulations will be followed. **Pre-Entries will open and be accepted with a postmark date no earlier than December 2nd and will close December 14th.** Any entry postmarked after December 14th will be charged at the post-entry rate. All entry forms must be completely filled out, in the event of duplicate postmark dates a drawing will determine which entry will be accepted. Refunds will not be made after the closing date unless the entry is filled from a waiting list. Run orders will be determined by random draw (by level) in advance of the trial. Each trial will start with the Advance runs, followed by Open runs. Bitches in season will be allowed to run and will run at the end of each trial. They must be crated when not competing. Substitutions will be allowed. Day of trial entries, if available, will be taken prior to the handlers meeting (7:30 a.m. for both Farm Trials). **Farm Trial Divisions:** Open and Advanced. Dogs not registered with ASCA must have a tracking number if they wish to have any qualifying scores applied to titles. A service membership and tracking number application can be downloaded at: <http://asca.org/Portals/0/trackapp.pdf>.

RIBBONS & AWARDS

Ribbons: will be awarded for 1st through 4th Place and Qualifying Score for each class at each Trial. High Score will be awarded for each trial.

Lunch: There are food places within 5 miles. We can order (Mexican or Chinese) and bring it to the Pasture with a contribution of \$6 per lunch.

HOTELS: There are a few Motel 6's within 15 minutes of the site. The closest one is #691 in Corona, 200 North Lincoln Avenue Corona, CA 92882 (951) 735-6408.

GENERAL Dogs must be kept on leash or crated when not working. Individuals will be held responsible for damage to stock and/or equipment. Please clean up after yourself and your doggie(s). Parking will be tight in the parking lot, so please park as close as possible, or better yet, carpool with a friend. Parking is available on the street; please be courteous to the neighbors!

DIRECTIONS TO THE PASTURE: the site is east of the 15, north of the 91 and south of the 60 freeways.

From the 91: Take the 91 Fwy towards Riverside. Exit Tyler St. and travel north approximately 2.5 miles (look for the Campbell signal and the next side street is Robinson). Turn right onto Robinson, travel up a small hill and look to your right for a chain link fence with a brown RV parked inside.

If traveling on the 60 freeway, you can take the Van Buren exit and travel south to Arlington Avenue. Turn right (west) until Tyler, turn left (south) and at Robinson turn left. If you go to the Campbell signal you have gone too far.

Come join us for our Farm Trial! They are fun!!

Tri-County ASWA Mixed Farm Trial Sunday, January 3rd, 2016

Livestock: 18 sheep and 25 ducks

3 groups of 6 sheep, 3 groups of 7 ducks = 12 runs

Time: 20 minutes *all tasks must be performed* 3 min. warning @ 17 mins.

Task & Points	Description
Pen work #1 5 pts	Take 7 ducks from 24' x 10'+ 'side pen' through gate 1A, into arena A. *Adv. handler must stay outside pen and send dog. *Open handler may go into pen and assist dog. Leave ducks in Arena and close gate 1A.
Pen work #2 10 pts	Take ducks from Arena A through gate 1 B and gate 2 into duck arena. *ADV dogs will have to move ducks with entire 'alley-pen' open* *Open dogs will have 'alley-pen' shortened with a temporary panel*
Gate Sort #1 10 points	Sort three ducks into Pen B. Place remaining ducks in Pen A.
Gather 20 pts	Handler and dog go to back to Arena A handler post (*ADV 150' *Open 75') and send dog to GATHER 6 sheep (hay/grain will be placed to hold sheep)
Task #1 'HOLD' 20 pts	Fetch/drive (OPEN level) or Drive (ADV level) sheep clockwise through panel 1 and around ADV handler cone to tarp. *ADV handlers must stay at post until sheep clear panel #1. *Open handlers may fetch through/around obstacles. HOLD sheep on tarp for 3 seconds.
Chute work 20 pts	Move sheep from tarp through gates 3 & 4 to upper Arena, through gate 5 and 5A along U shaped alley, through plywood chute and into squeeze chute. Vaccinate 2 nd sheep as they pass through chute. *ADV handler must stay at squeeze chute/gate 5A area. *Open handler may go down alley with dog and return to squeeze chute via gate in alley at end of plywood chute. Allow sheep to pass through squeeze chute to 'street alley'.
Gate Sort #2 15 points	Gate sort three marked sheep into 20x20 pen. Move remaining (3) sheep back down 'street alley' to 'tree pen', thru gate 5, into arena and into small holding pens at side of arena.
Task #2 ribbon tie 20 pts	Once sheep are in a small holding pen, tie a plastic ribbon around the neck all three unmarked sheep.
Pen work #3 5 pts	Move three sheep from small holding pen into 20x20 pen with remaining sheep.
Pen work #4 5 pts	After combining all sheep together in 20x20 pen, gather all six sheep and move them through gate 6. Leave all sheep in the arena. Dog may be leashed to leave arena after closing gate 6.
Total:	Notes:
130	Tie breaker: Chute score
	Stock handler notes: ducks will be exhausted from pens by SH. The groups will be kept separate in crates. SH will move new set of ducks into 'side pen' while sheep chute chores are being performed at upper arena.
	Sheep will pre-sorted. Each group will be released into Arena A after duck chores are finished and handler is at handler's post. Sheep will be moved from upper arena and moved back to holding pens while duck tasks are being performed.

Tri-County ASWA Sheep Farm Trial Sunday, January 3rd, 2016

Livestock: 28 sheep: 4 groups of 7 = 16 runs

5 unmarked sheep + 2 ribbon marked sheep per group

Time: 20 minutes *all tasks must be performed* 3 min. warning @17 mins.

Task & points	Description
Pen work #1 4 pts	Open gate 7 and move 7 sheep from take pen into arena.
Gate Sort #1 12.5 pts	Gate sort 5 un-marked sheep into Goat Pen. Move remaining two marked sheep back into take pen via gate 7 and leave in take pen.
Pen work #2 7 pts	Move 5 un-marked sheep from Goat Pen into arena...leave sheep in arena @ upper quadrant area (to be marked by tape on fence and cone on ground). *Note; sheep may be held by SH or set out dog to hay area, if necessary*
Gather 20 points	* <u>Adv</u> dog/handler goes to ADV cone, * <u>Open</u> dog/handler goes to Open cone. Send dog to gather sheep and bring to handler at respective cones, move sheep clockwise around triangle panel back to take pen via gate 7 (combine all 7 sheep).
Task #1 20 pts	Take all 7 sheep and move them into available holding pen. "Vaccinate" (syringe filled with water) the two 'marked' sheep and return all 7 sheep to take pen.
Pen work #3 7 pts	Take all 7 sheep from take pen, through gate 7 into arena, through gates 3, 4 and 5 into chute area.
Chute work 20 pts	Send sheep down U shaped alley. * <u>ADV</u> handler must stay at squeeze chute/gate 5 area, * <u>Open</u> handler may assist dog down alley and return to squeeze chute via gate at end of plywood chute area. Paint/mark first and last sheep. Send sheep through squeeze chute into 'street alley pen'.
Gate Sort #2 12.5 pts	Gate sort from 'street alley' pen into 20'x20' pen 2 'marked' sheep. Move remaining 5 sheep from alley pen through tree pen into arena, through gate 5. Close gate.
Pen work #4 7 pts	Move 5 sheep from upper arena into 20x20 pen (combine with two marked sheep) and gather all 7 sheep out of 20x20 pen and into upper arena.
Task #2 trailer/pen 20 pts	Move sheep through 'Sue's gate'. * <u>ADV</u> dogs will have to load sheep into the trailer. * <u>Open</u> dogs will have to pen sheep in shed pen area in front of trailer. Leave sheep.
Total:	Notes:
130	Tie breaker: gather points
	Stock handler notes: Sheep will be left in trailer or shed pen and moved when the next dog is performing lower arena tasks.

