

ASCA Farm Trial Weekend 2023

Sponsored by the Australian Shepherd Club of New England -50th Anniversary

ASCA Sanctioning is pending

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

May 13 and 14, 2023

Location: Deerfield Fair Grounds-Swine Show Barn

34 Stage Rd. Deerfield NH, 03037

Judge: Gail Winnick from MI

Fees: Duck FT \$40 per run Mixed and Sheep FTs \$60 per run

Handler's meetings: 8:15 AM both days. The duck trials will follow the mixed and sheep trials on their respected days

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

A "High Combined Award" will be presented to the team accumulating the most points by participating in all 4 Farm Trials

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

Bitches in season may run in order each day. No "Set Out Dogs" will be used either day.

Saturday May 13: "Goat Sales and Fowl Hassles" Maximum of 8 runs –Mixed Farm trial

(Boer goats and Welsh Harlequin ducks)

"Cut and Dry Duck Trial" Maximum of 16 runs-Duck Farm Trial

(Indian Runner ducks)

Sunday May 14: "Sheep Stuff" Maximum of 12 runs-Sheep Farm trial

(Katahdin Cross sheep)

"7 Up Duck Trial" Maximum of 12 runs-Duck Farm Trial

(Indian Runner ducks)

Entries: Post Mark Pre-entries open April 3, 2023 and close May 1, 2023

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

*Entries will be accepted after May 1st if available for \$70 for the Mixed and Sheep FTs
and \$50 for the Duck FTs

Make checks out to ASCNE and mail to:

Matt Mason 557 West Salisbury Rd. Salisbury, NH 03268

Replacement costs for sheep and goats is \$250 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 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.

Participants can drive on to the fairgrounds at Gate F located near the Swine Barn. Vehicles CAN NOT be driven around during the day on the fairgrounds.

Questions can be sent to Matt at masonpr@tds.net or riverbankaussies@gmail.com

“Goat Sales and Fowl Hassles”: Saturday May 13, 2023

Step 1: Unload your 5 new goats from the trailer and close the door. 5 pts (specific)

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

Step2: You and your dog take the goats across the paddock and put them into a pen outside the barn doors. 5pts Fetch/specific task and 5 pts (pen)

Step 3: You and your dog continue your morning by walking around the barn to the designated door. You will then move 5 other goats from the aisle and into the alley leading to the paddock, closing the barn door behind you. 5pts (pen)

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 dealing with the ducks, you move the goats into the pen at the end of the alley and opt to collar three of the goats that your neighbor (the judge) may be interested in buying. 5pts-collars on (specific)

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

Step 6: Your neighbor (the judge) is now on the fence, wanting to see the movement of the 3 goats you are willing to sell to her. You gate sort the 3 collared goats into the paddock, leaving the 2 non-collared goats in the pen. 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 (specific)

Step 8: Once the neighbor (judge) has seen enough of your goats, you return the five goats to the 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 remove the 5 ducks from their pen and move them 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 all 5 ducks are loaded into the crate, then the crate 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)

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 from beside the pen, but can move afterwards. Open dogs stay at the sheep pen and open handlers can 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 (specific)

Time Allowances:

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

Open Teams will have 19 minutes on the course with a 3 minute warning

Livestock groups will be consistent throughout the day.

Crated distractions will be on the course for all runs ie: rooster, rabbit, pot-bellied pig, geese

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.

“Cut and Dry Duck Trial”: Saturday May 13, 2023

Step 1: Remove the 5 ducks from Pen #4 and close the gate. 5pts (pen work)

Step 2: Move the 5 ducks to the pool and thru it. All 5 ducks must pass thru the water. 10 pts (specific)

Step 3: Move the 5 ducks into Pen #2 and close the gate. 5 pts (pen work)

Step 4: Gather the next set of ducks by opening the paddock gates and taking the dog to the designated cone. When ready, the handler should signal the basket holder to lift the basket and release the ducks at which time the handler can send the dog to bring the ducks into the paddock and load them into Pen #1. 20pts (Gather)

*Advanced handlers must stay at the cone when sending the dog, but can move once the dog has left. The Open handlers can position themselves anywhere between the cone and halfway to the basket of ducks prior to sending the dog, but the dog starts from the cone.

Step 5: Move the 5 ducks from Pen #2 into the chute and close the gate of pen #2. 10 pts (specific)

*Note: The chute opening cannot be closed by anyone.

Step 6: Open the crate once all 5 ducks are in the chute and load them into the crate. 20 pts (Chute)

Step 7: Place the dog in a stay near the cone and then move the crate of ducks to the paddock gates for the duck wranglers to take out immediately. 10 pts (specific)

Step 8: Remove the 5 ducks from Pen #1 into the paddock. 5 pts (pen)

Step 9: Move these 5 ducks to the hula hoop hold area and hold at least 3 in the hoop to the judge's approval. 5 pts (specific)

Step 10: Move the 5 ducks to the opening of Pen#3 and gate sort the 3 marked ducks into pen #3, then add the remaining 2 ducks. 25pts (gate sort)

Step 11: Remove the 5 ducks from Pen #3 and close the gate. 5pts (pen)

Step 12: Drive or Fetch the 5 ducks to Pen #4. 5 pts (specific)

Step 13: Open Pen #4 and load the 5 ducks into it and close the gate so they are ready for the next handler. 5 pts (pen work)

Advanced Teams will have 14 minutes on the course with a 3 minute warning.

Open Teams will have 17 minutes on the course with a 3 minute warning.

Tie Breaker #1: Step 4 Gather -20pts Tie Breaker #2: Step#2 Pool-10pts

Distractions will be crated on the course ie: rabbit, rooster, Pot-Bellied Pig, Geese

“Sheep Stuff”: Sunday May 14, 2023

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. 15pts. (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 6ft.

Step 2: Place the 5 sheep in the pen. 5pts (pen)

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)

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 aisle and move them into the alley pen, closing the barn door behind you. 5 pts (pen)

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)

Step 6: Load the 5 sheep into the pen at the start of the chute, and then load the chute. 20pts (chute)

*Advanced handlers cannot be in the pen to load the chute, but open handlers can to assist their dog.

Step7: When you look at the two non-collared sheep, you realize that they too may be pregnant, so you put collars on them while in the chute. 5pts (specific)

Step 8: The vet comes and ultrasounds all 5 sheep to discover that two are not pregnant, but you released them into the end pen before removing those 2 collars. You know which ones are open, so you take those two collars off while in the pen and hang them on the chute for future use. 5pts (specific)

Step 9: You have a friend that is willing to lamb out the pregnant ewes this Summer, so you gate sort the three collared ewes that are pregnant from the exit pen and leave the other 2 behind. Just as you finish sorting, your friend calls and says that she will take all 5 ewes, even the open ones because she has a lot of pasture to be eaten, so you let the other 2 into the paddock too. 25pts (Gate sort)

Step 10: You're friend is willing to accept the sheep today, so you jump on the opportunity, but you need to pen the sheep again to make sure your pathway to the trailer is clear and the trailer is ready to go. Load the sheep into the pen near the paddock exit and close the gate. Another friend will plan to open the gate soon so that you can see if your dog can do a blind gather. 5 pts (pen)

Step 11: While the sheep are penned, you and your dog go to the trailer, being sure to leave the paddock gates open and you will make sure the trailer door is closed but ready for you to swing it open

to ease loading hassles. When ready, signal to your friend to open the pen and then you send your dog back to gather the sheep while your friend waits near the pen. 20pts (Blind Gather)

*Advanced handlers and their dog must 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. Handlers can move as needed once the dogs have been sent.

Step 12: When the sheep arrive near the trailer, load them into that pen and remove the three remaining collars and put them in the bucket. 10pts (pen)

Step 13: All 5 sheep should be removed from the pen and loaded into the trailer. Time stops when the trailer door is closed. 5pts (specific task)

Time Allowances:

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

Open Teams will have 19 minutes on the course with a 3 minute warning

Sheep groups will be consistent all day

There will be crated distractions on the course for all runs i.e. rabbit, rooster or pig

Tie breaker #1: Step 6 Chute work-20 pts Tie Breaker #2: Step 1 Trailer work and fetch-15pts

“7-Up Duck Trial”: Sunday May 14, 2023

Step 1: Gather the first set of ducks into the paddock by sending the dog from the designated cone after signaling for the ducks to be released from their pen. 20pts (gather)

*Advanced handlers must be with the dog at the cone when sent, Open handlers can be 1/2way to the ducks.

Step 2: Move the 7 recently gathered ducks into Pen #1. 5 pts (pen)

Step 3: Remove the 5 ducks from Pen #3 and close the gate. 5pts (pen)

Step 4: Move the 5 ducks to the hula hoop and hold at least 3 in it for the judge’s approval. 15pts (specific)

Step 5: Move the 5 ducks from the hoop area and into Pen #2. 5 pts (pen)

Step 6: Return to Pen #1 and gate sort the 5 unmarked ducks from the pen into the paddock, leaving the 2 marked ducks in Pen #1. 25pts (sort)

Step 7: Move the 5 ducks across the paddock and over the bridge. All 5 ducks must cross the bridge. 15pts (specific)

Step 8: Once all 5 ducks have crossed over the bridge, move them into Pen #3. 5pts (pen)

Step 9: Remove the 5 ducks from Pen #2 into the paddock and close the gate. 5pts (pen)

Step 10: Remove the 2 marked ducks from Pen #1 into the paddock. 5pts (specific)

Step 11: Move all 7 ducks into the chute. Once in the chute, the crate can be opened and loaded. 20pts (chute)

*Advanced handlers can not close the chute, but Open handlers can.

Step 12: Place the dog in a “Stay” near the cone while you move the crate of 7 ducks outside the paddock gates and close it. 5pts (specific)

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

Open Teams will have 18 minutes on the course with a 3 minute warning

Tie Breaker #1: Step 6 Gate sort-25 pts Tie Breaker #2: Step 7 Bridge-15 pts

Distractions will be crated on the course ie: rabbit, rooster, Pot-Bellied Pig, Geese