



ASCNE HMM Farm Trial

ASCA Sanctioned

Friday, October 16th, 2026

Starshine Farm

33 Oliver Rd, Lebanon, CT

Judge: Maxine Schvaneveldt of Melba, Idaho

Classes: Open, Advanced

Course Director: Stephanie Tibbetts - stephy495@gmail.com

Postmarked entries open September 8th, and close September 28th. No refunds on entries unless there is a dog on the wait list to take your place. Open to all breeds accepted on ASCA's Stockdog List.

Entry Fees:

Cattle: \$75 pre-entry, \$80 day of show entry (if available). *Trial 1*

Sheep: \$60 pre-entry, \$70 day of show entry (if available). *Trial 1*

Ducks: \$45 pre-entry, \$55 day of show entry (if available). *Trial 2*

Livestock:

Katahdin sheep (8 runs), Dexter cattle (8 runs), Runner cross ducks (12 runs)

Awards: Ribbons and prizes for 1st-3rd placements

A “Most Promising Stockdog” award will be given to the dog whose working style and work ethic demonstrate exceptional promise as a real-life stockdog. The recipient of this award will be chosen by the judge; and all classes of livestock, dog breeds, and levels will be considered. Scores will not contribute.

All ASCA Farm Trial and Stockdog Rules will be followed, and can be found on www.asca.org

Bitches in season must run in order and be crated at all other times. No set out dogs will be used.

Handlers meeting: 8:00 AM.

Drawing for run order will take place prior to trial day.

Use ASCA’s stock entry form, available on www.asca.org

Replacement costs:

Cattle: Market value, Sheep: \$500, Duck: \$50

**Mail all entries to:
Stephanie Tibbetts
167 Fish Street, Fryeburg ME 04037**

Payment can be made by sending in a check or money order with your entries to the trial secretary listed on the Premium or via PayPal at ascnetreasurer1973@gmail.com (please **DO NOT** send as “Friends and Family”). Please include an additional 3% with any PayPal payments along with the owner / exhibitor’s name and the show AND venue you are entering. A separate transaction must be made if you are entering multiple venues (ex: 1 transaction for conformation, 1 transaction for agility, etc). Entries are not valid until full payment is made, including the additional 3%. Day of show entries must be paid by either check or cash.

In order to have ASCA qualifying legs tracked and to receive ASCA titling certificates, each non-ASCA registered dog must have an ASCA Tracking Number. This is a one-time fee of \$10

per dog. At the time of applying for a Tracking Number, the individual owner must also be an ASCA member (minimum membership type of service). ASCA membership does not need to be maintained in subsequent years. It will be the responsibility of the owner to identify to ASCA the shows and legs earned when applying for a Tracking Number after ASCA qualifying legs have already been earned.

<https://ascfrance.weebly.com/uploads/2/4/4/8/24482669/trackapp.pdf>

Cattle & Sheep Task Order:

1. Remove stock from take pen and move to holding/catch pen area. Shut gate behind you. (5 pts)
2. Open chute gate, and run all five head through the chute and under fly spray fabric at chute exit. Shut chute gate behind you. (20 pts)
3. Stock will settle somewhere in the paddock. Fetch or drive the stock to the "hold area" and settle the stock there until the judge calls a hold. (20 pts)
4. Fetch or drive stock into small paddock, and then shut the gate behind them once they are out of the main paddock area. (10 pts)
5. Move past the stock in the small paddock, exhaust them into the arena. (5 pts)
6. Leave stock at the gate along the back fence, and move to the outrun cone with your dog. Advanced handlers must stay at the cone with their dog when sending them. Open handlers may leave their dog at the cone and go to halfway marker to send the dog for the outrun. All teams may move anywhere once the dog has been released. Fetch back to cone and move toward exam pen. (20 pts)
7. Load exam pen on far right side, and pause to check the stock for symptoms of external parasites, then remove the stock from the pen. (7.5 pts)
8. Sort 3 marked head into Pen A (open can sort any 3 head, advanced must sort 3 marked head). When 3 are in, the remaining 2 can be added. (25 pts)
9. Remove stock from Pen A, fetch or drive stock back into holding area. (7.5 pts)
10. Open take pen and close stock into their take pen. (10 pts)

Time Allowances:

Open - 22 minutes, with 10 and 3 minute warnings

Advanced - 20 minutes, with 10 and 3 minute warnings

Tie Breakers:

Step 8 - Sort

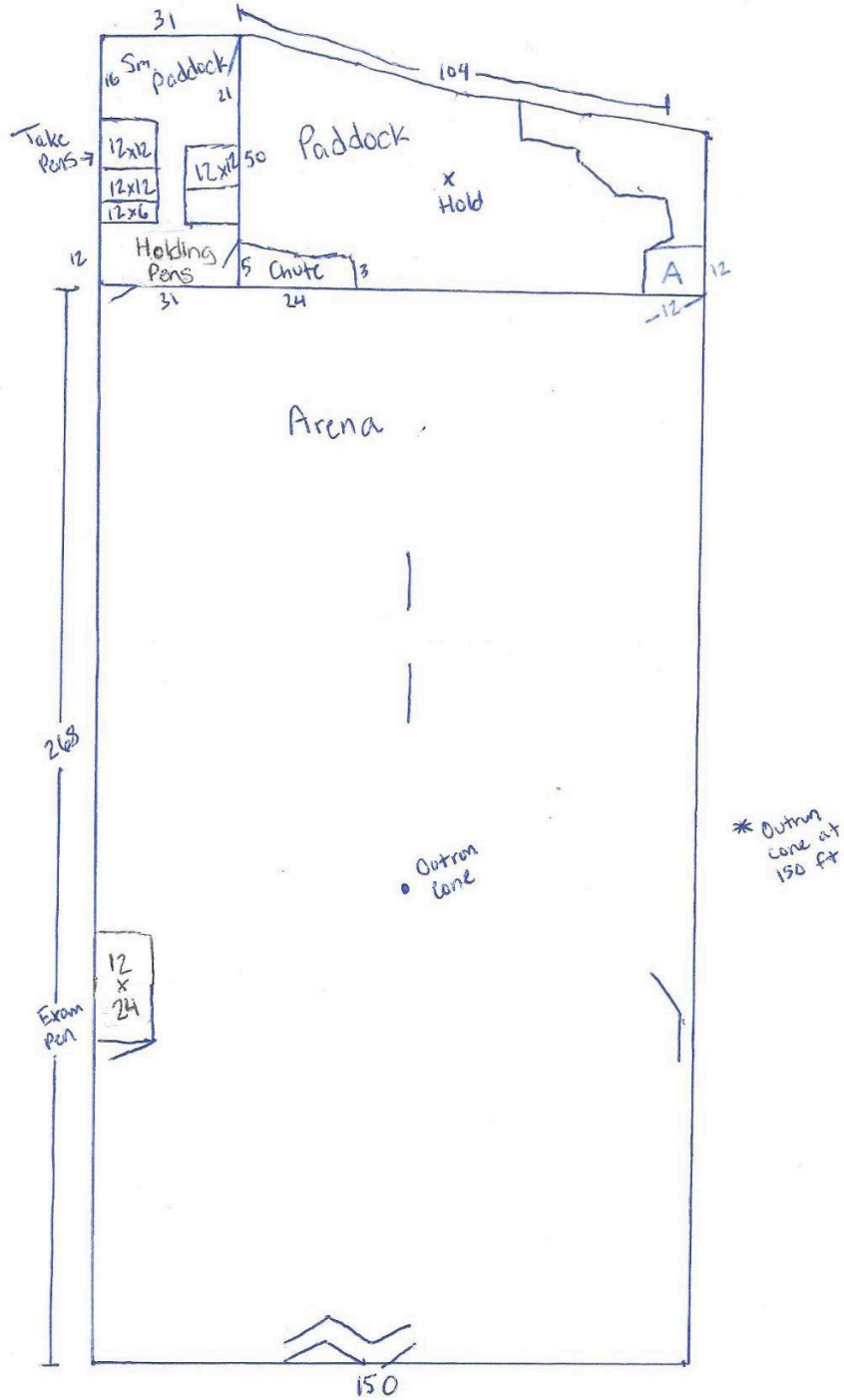
Step 3 - Hold

DIAGRAM OF FARM COURSE

Please see the ASCA® Stockdog Rulebook for the course requirements

DIAGRAM MUST BE LEGIBLE OR APPLICATION WILL BE RETURNED

Indicate and Sketch below: Diagram of Pens, Chutes, Sorting Area & Pasture Layout. Dimensions must be included in sketch.



Duck Task Order

1. Remove ducks from take pen and release into Arena area. (5 pts)
2. Leave ducks to settle along fence and move to outrun cone with your dog.
Advanced handlers must stay at cone, open handlers may move halfway to send their dog. Both handlers may move once dog has been sent to gather. Fetch back toward cone and move to chute area. (20 pts)
3. Load ducks into chute. Advanced handlers stay behind handler's line. (20 pts)
4. Once both levels have settled ducks in chute, handler may open crate door, load ducks, and shut them into crate. Release ducks into Pen 2, shut gate. Put crate back at end of chute and ensure door is shut. (10 pts)
5. Move ducks from Pen 2 to Pen 1, shut them into Pen 1. (5 pts)
6. Remove ducks from Pen 1 and bring back into Pen 2. Open handlers may enter pen with dog, Advanced handlers must stay behind gateway. Shut gate. (10 pts)
7. Move ducks back through Pen 2 and release into Arena, shutting gate. (5 pts)
8. Fetch or drive ducks from Pen 2 gate, through Arena, and pen them in Sort Pen. (15 pts)
9. Sort 3 marked head from group back out to Arena. When sort is called by handler, remaining two are exhausted into Arena. (25 pts)
10. Move ducks from Sort Pen to Take Pen. Time ends when gate shuts. (15 pts)

Time Allowances:

Open - 12 minutes with 3 minute warning

Advanced - 10 minutes with 3 minute warning

Tie Breakers:

Step 2 - Gather

Step 9 - Sort

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