

****ASCA SANCTIONING PENDING****



ASCA SHEEP AND DUCK FARM TRIALS

September 14 & 15, 2019

SAUKVILLE, WI

Open to all ASCA Recognized Herding Breeds

All ASCA Farm Trial Rules will be followed.

All non-ASCA registered Aussies/other herding breeds must have an ASCA Q tracker number.

Location: Shadowdance Farm, 2658 County Road I, Saukville, WI 53080

Judges: SEPT 14 ~ Judge Gail Winnick

SEPT 15 ~ Judge James Bergert

Entries: Sheep (Hair sheep) Pre-entry: \$55 Gate entry: \$65

Ducks (Runners) Pre-entry: \$45 Gate entry: \$55

7 head of stock each class. Maximum 10 runs per class.

Pre-entry for Australian Shepherds opens August 12, all other breeds August 19.

No entries will be accepted if postmarked prior to opening date.

Entries close September 6.

Gate entries will be taken prior to the trial start time each day if not filled.

Run order will be drawn prior to trial.

Bitches in season will run in order but must be kept away from the arenas when not running.

Mail Entries with Check made out to 3 Sheeps ASC to: Kathi Schwengel

Please use current ASCA Entry Form

2658 County Road I

Saukville, WI 53080

Handler's meeting: 7:30 am each day. Trial begins at 8:00 am

Sheep first, followed by ducks.

Awards: Daily 1-4 Placement Ribbons ~ HIT Sheep ~ HIT Duck

Weekend High Combined Belt Buckle sponsored by Tara Worrone ~ Saltfleet Aussies
(highest combined scores accumulated over weekend)

Course Director: Janna Heuer

FMI: kls@shadowdanceaussies.com

DIRECTIONS: Shadowdance Farm is located at 2658 County Road I. We are on the east side of County Road I in the town of Saukville, between Hwy 60 (to the south) and Hwy 33 (to the North). There is a sign at the end of the drive.

From the southwest: Hwy 60 east towards Grafton. North on Hwy I 3.25 miles.

From the northwest: Hwy 33 east towards Saukville. South on Hwy I approximately 1.5 miles.

From Hwy 43 either direction: Exit Hwy 33/Saukville west. Hwy 33 through town approximately 1 mile. Hillcrest Road is angled off Hwy 33 on the left, $\frac{1}{2}$ block after the last set of lights (Casey's station on that corner). Left on Hillcrest to Hwy I. Left on I approximately $\frac{1}{2}$ mile.



AREA HOTELS:

Motel 6
180 S Foster St
Saukville, WI 53080
(262) 284-9399

Country Inn & Suites
350 E Seven Hills Rd
Port Washington, WI 53074
(262) 284-2100

Baymont Inn & Suites
1415 N Port Washington Rd
Grafton, WI 53024
(262) 387-1180

Hampton Inn & Suites
1385 Gateway Drive
Grafton, WI 53024
(262) 474-1000

*****Please check individual hotels for pet policies.*****

SHEEP FARM TRIAL ~ Saturday 20 minutes with warnings at 10 minutes & 3 minutes
All tasks must be attempted in order listed. Ties broken by Sort then Gather.

1. Chute (20 pts)

Move Sheep from Barnyard into Chute, doctor/inspect, release into Barnyard. Handler and Dog may work together to load Sheep into chute.

Task begins when leash is removed. Task is complete when last head leaves Chute and Chute end-gate is closed.

2. Gate Sort (25 pts)

Sort three marked Sheep into Holding Pen 1. Sort direction at handler's discretion; may sort from Barnyard or load sheep into Pen 1 and sort out.

Task begins when all Sheep are in Barnyard. Task is complete when 3 marked Sheep are in Pen 1 and gate is closed.

3. Pen Work -- 1 of 4 (6 pts)

Move marked Sheep from Pen 1 into Holding Pen. Dog should assist Handler in pens.

Task begins when Pen 1 gate is opened. Task is complete when Sheep are in Holding Pen and gates are closed.

4. Pen Work -- 2 of 4 (6 pts)

Move unmarked Sheep from Barnyard, into Pen 1, and exhaust into Pen 2.

Task begins when Task #3 is complete, and ends when Sheep are exhausted into Pen 2 and gates are closed.

5. Pen Work -- 3 of 4 (7 pts)

Move marked Sheep from Holding Pen and combine in Pen 2 with unmarked Sheep.

Open: Handler and Dog can move Sheep between pens (through Pen 1).

Advanced: Handler and Dog move Sheep from Holding Pen, through Pen 1 and into Arena A before combining them with unmarked Sheep in Pen 2.

Task begins when Holding Pen gate is opened, and ends when all Sheep are in Pen 2 and gates are closed.

6. Pen Work -- 4 of 4 (6 pts)

Move Sheep from Pen 2 into Arena A and settle near Handler outside of gate.

Open: Handler may assist Dog in pen.

Advanced: Dog should work alone in pen.

Task begins when gate to Pen 2 is opened. Task is complete when Sheep are settled near Handler and gate to Pen 2 is closed.

7. Gather (20 pts)

Sheep will be left by pens. Handler will set up at Gate 1. Sheep must be brought to Handler and settled at Gate 1, then exhausted into Field E.

Open: Dog remains at Gate 1 but Handler may position themselves half way between Dog and Sheep before sending Dog to gather.

Advanced: Handler and Dog remain at Gate 1. Dog is sent from Handler's side.

Task begins when Dog is sent. Task is complete when Sheep are exhausted into Field E and Gate is closed.

8. Task 1 of 2 -- Field Work (20 pts)

Move Sheep around across Field E to cone, and then to Gate 2 and settle them there. Handler and Dog may approach Sheep together, or Handler may send Dog from side.

Open: May fetch or drive Sheep.

Advanced: Drive Sheep to Gate 2. Handler may position themselves wherever they need so long as the dog is driving stock.

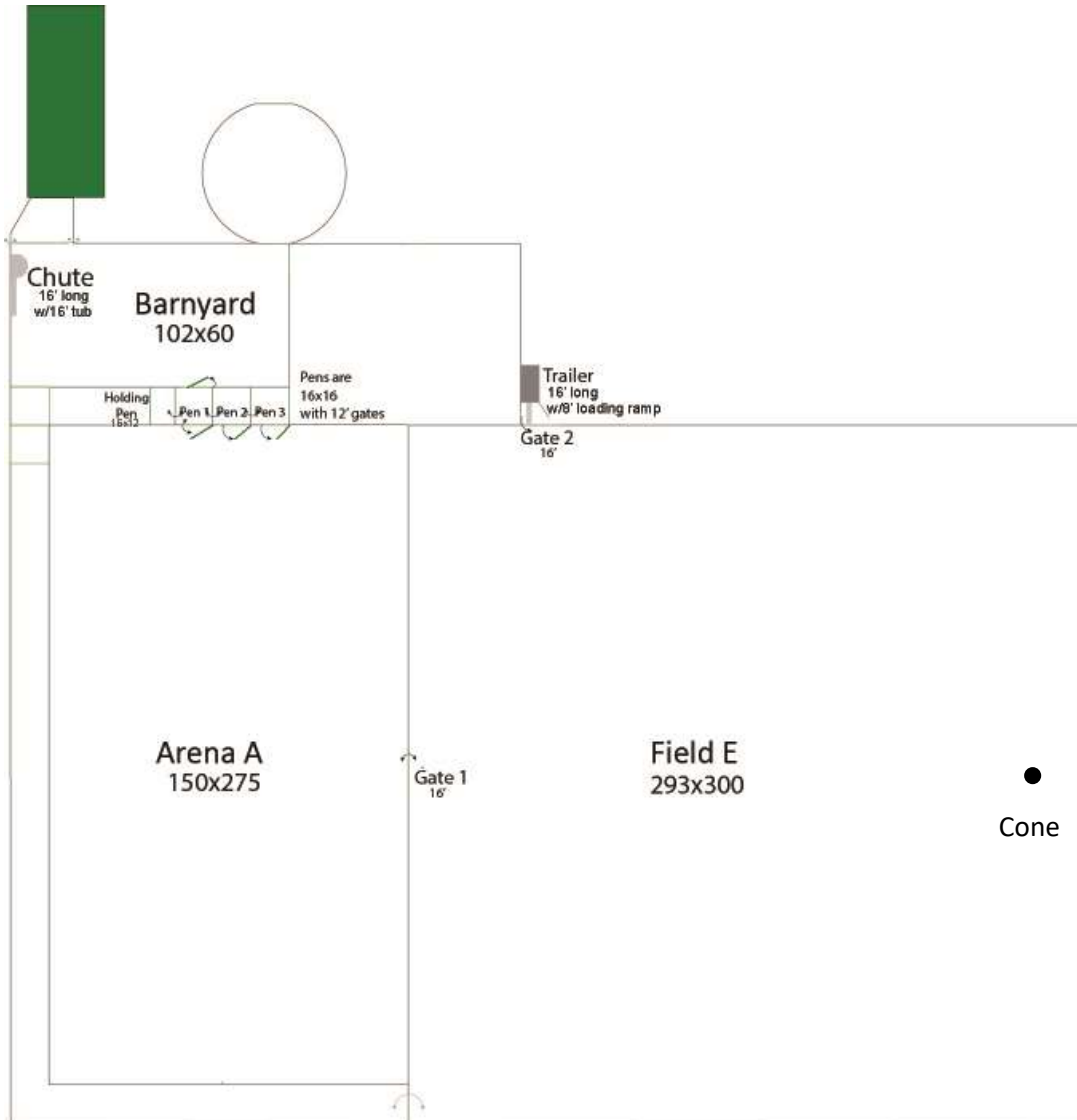
Task begins when Dog approaches Sheep, whether with Handler or sent ahead. Task is complete when Sheep are settled at Gate 2.

9. Task 2 of 2 -- Load Trailer (20 pts)

Sheep must be loaded into Trailer.

Task begins at completion of Task #8, and ends when Sheep are loaded and Trailer door is closed.

****End of Run***



DUCK FARM TRIAL ~ Saturday 15 minutes with warnings at 7 minutes & 3 minutes
All tasks must be attempted in order listed. Ties broken by Sort then Gather.

1. Pen Work -- 1 of 4 (6 pts)

Move Ducks from HP1 to HP2.

Task begins when gate to HP1 is opened, and ends when Ducks are in HP2 and gate is closed.

2. Pen Work -- 2 of 4 (6 pts)

Move Ducks from HP2 to Pen A.

Task begins when gate to HP2 is opened, and ends when Ducks are Pen A and gate is closed.

3. Pen Work -- 3 of 4 (6 pts)

Move Ducks from Pen A to Arena.

Task begins when Task #2 is complete, and ends when Ducks are in Arena and gate is closed.

4. Gather (20 pts)

Gather Ducks to Cone, and move them clockwise around cone.

Open: Dog remains at Cone but Handler may position themselves half-way between Dog and Ducks.

Advanced: Handler remains at Cone and sends Dog from side.

Task begins when Dog leaves Cone, and ends when Ducks are moved clockwise around Cone.

5. Task 1 of 2 -- Hold (20 pts)

Ducks are taken to designated area for a Hold.

Open: Dog may fetch or drive to Hold Area and Handler may assist Dog to hold Ducks

Advanced: Dog drives Ducks to Hold Area and holds without Handler assist.

Task begins when Task #4 is complete, and ends when Judge calls Hold.

6. Chute (20 pts)

Move Ducks from Hold Area and into Chute, dust for insects, release into Pen B.

Open: May use extra panel to keep Ducks from backing out of Chute.

Advanced: Dog assists in ensuring Ducks do not back out of Chute, and Handler may not use extra panel.

Task begins when Task #5 is complete, and ends when Ducks are exhausted from Chute into Pen B and Gate is closed.

7. Pen Work -- 4 of 4 (7 pts)

Move Ducks from Pen B into Arena.

Task begins when Task #6 is complete, and ends with Ducks in Arena and gate to Pen B is closed.

8. Task 2 of 2 -- Load Wagon (20 pts)

Load Ducks onto Wagon. Ramp to Wagon has wing on to help load. Take Wagon and transport Ducks to Pen A. Unload Ducks into Pen A

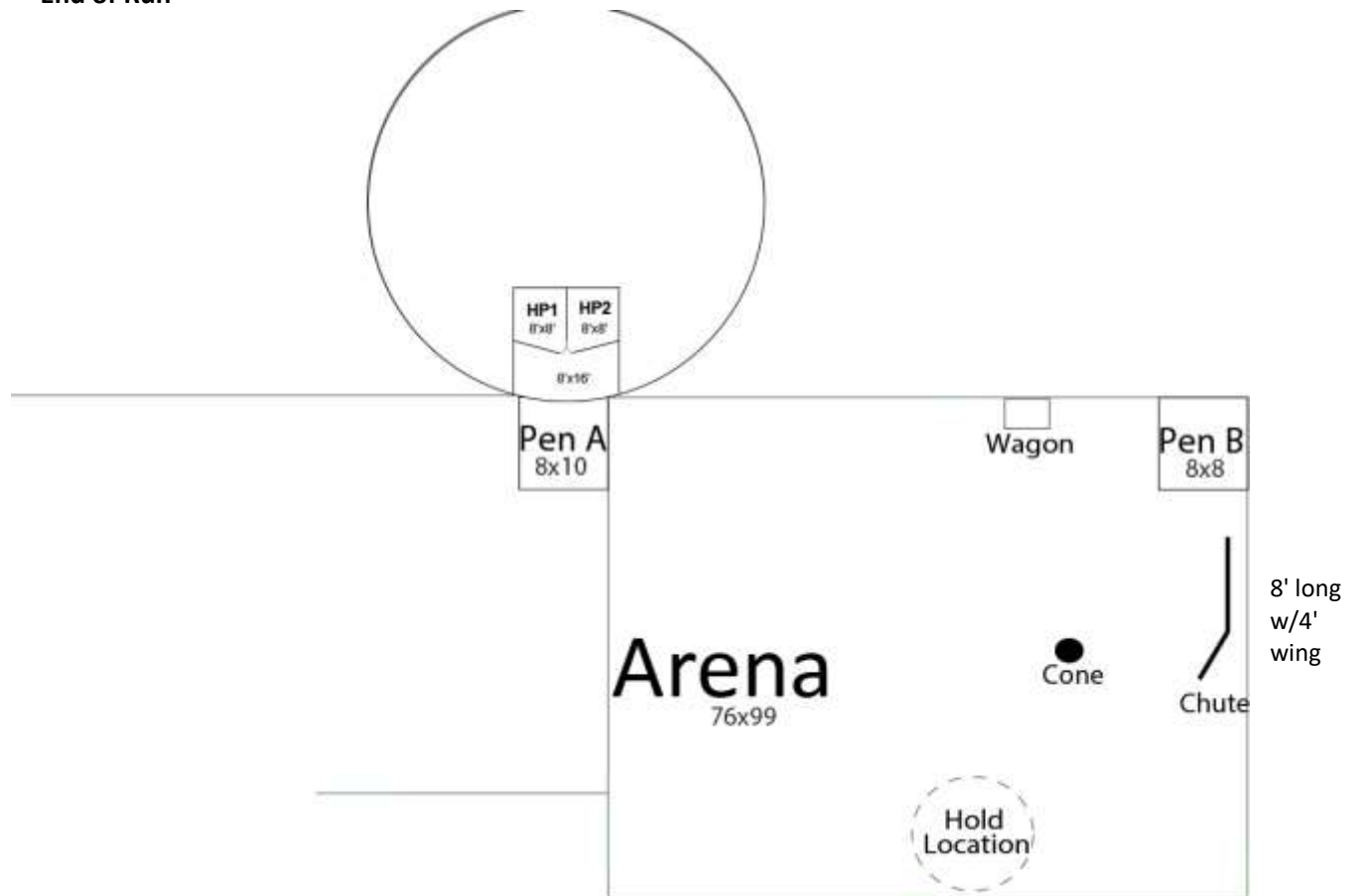
Task begins when Task #7 is complete, and ends when Ducks are unloaded into Pen A and gate is closed.

9. Gate Sort (25 pts)

Sort three marked Ducks from Pen A, into HP1. Put remaining 4 Ducks into HP2. Sort direction at handler's discretion.

Task begins when gate to Pen A is opened, and ends when Ducks are in designated pens and gates are closed.

****End of Run***



SHEEP FARM TRIAL ~Sunday 15 minutes with warnings at 7 minutes & 3 minutes
All tasks must be attempted in order listed. Ties broken by Sort then Gather.

1. Gate Sort (25 pts)

Sort three marked Sheep from Barnyard into Holding Pen 1. Sort direction at handler's discretion.

Task begins when Dog's leash is removed. Task is complete when 3 marked Sheep are in Pen 1 and gate is closed.

2. Pen Work -- 1 of 4 (6 pts)

Move marked Sheep from Pen 1 into Pen 2.

Task begins when Pen 1 gate is opened, and ends when Sheep are in Pen 2 and gates are closed.

3. Pen Work -- 2 of 4 (7 pts)

Move unmarked Sheep from Barnyard, into Pen 1, and combine with marked Sheep in Pen 2.

Task begins when Task #2 is complete, and ends when all Sheep are combined in Pen 2 and gates are closed.

4. Pen Work -- 3 of 4 (6 pts)

Move Sheep from Pen 2 into Arena A.

Task begins when Task #3 is complete, and ends when Sheep are in Arena A and gate is closed.

5. Task 1 of 2 -- Hold (20 pts)

Dog takes Sheep to designated area and holds there until Judge determines time and Dog is then called off.

Open: Dog may fetch or drive to Hold Area. Handler may remain with Dog or Stock and proceed to cone together.

Advanced: Dog drives Sheep to Hold Area. Handler should position themselves at cone for call off.

Task begins when Task #4 is complete, and ends when Judge calls the Hold and Handler and Dog are at cone.

6. Gather (20 pts)

Gather Sheep from Hold Area to Footbath. Handler may move toward Footbath as soon as Dog is sent.

Open: Dog remains at Cone but Handler may position themselves half-way between Dog and Sheep.

Advanced: Handler and Dog remain at Cone and Dog is sent from Handler's side.

Task begins when Dog leaves Cone, and ends when Sheep are settled near Footbath.

7. Task 2 of 2 – Footbath - simulated (20 pts)

Move Sheep through Footbath and exhaust into Pen 1.

Open: May use extra panel to keep Sheep from backing out of Footbath.

Advanced: Dog and Handler ensure Sheep do not back out of Footbath, and Handler may not use extra panel.

Task begins at completion of Task #6, and ends when Sheep are in Pen 1 and gate is closed.

8. Pen Work -- 4 of 4 (6 pts)

Move Sheep from Pen 1 into Barnyard.

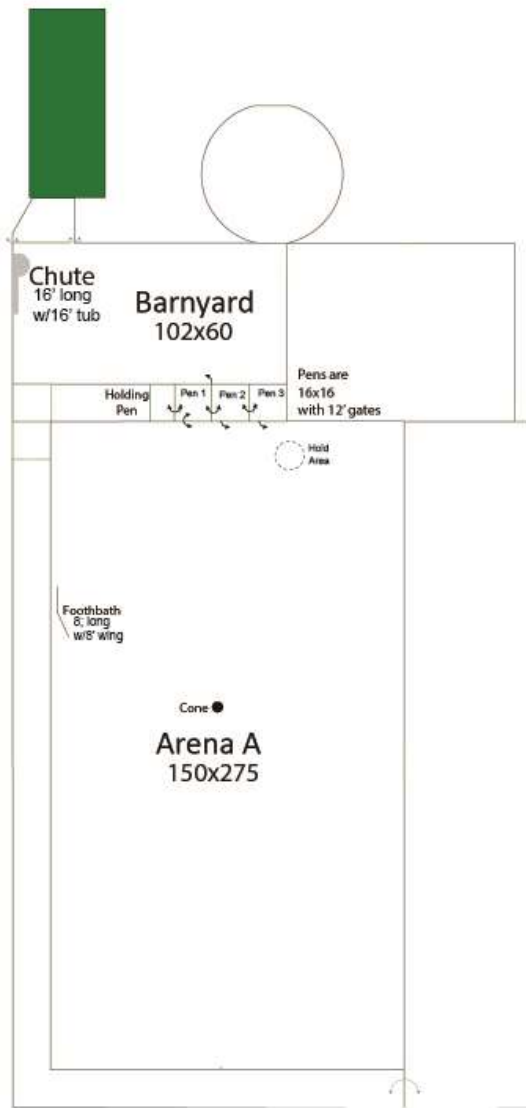
Task begins when Pen 1 gate is opened, and ends with Sheep in Barnyard and gate to Pen 1 is closed.

9. Chute (20 pts)

Move Sheep from Barnyard into Chute, doctor/inspect, release into Barnyard. Handler and Dog may work together to load Sheep into chute.

Task begins when Task #6 is complete, and ends when Sheep are exhausted from Chute into Barnyard, and Dog is leashed.

****End of Run***



DUCK FARM TRIAL ~ Sunday 15 minutes with warnings at 7 minutes & 3 minutes
All tasks must be attempted in order listed. Ties broken by Sort then Gather.

1. Pen Work -- 1 of 4 (6 pts)

Move Ducks from Pen A into Arena.

Task begins when gate to Pen A is opened, and ends when Ducks are in Arena and gate is closed.

2. Gather (20 pts)

Handler and Dog go to Cone, leaving Ducks near Pen A. Gather Ducks to Cone.

Open: Dog remains at Cone but Handler may position themselves half-way between Dog and Ducks.

Advanced: Handler and Dog at cone, Handler sends Dog from side.

Task begins when Dog leaves Cone, and ends when Ducks are settled near Cone.

3. Task 1 of 2 -- Hold (20 pts)

Ducks are taken to designated area for a Hold.

Open: Dog may fetch or drive to Hold Area and Handler may assist Dog to hold Ducks

Advanced: Dog drives Ducks to Hold Area and holds without Handler assist.

Task begins when Task #4 is complete and ends when Judge calls Hold.

4. Task 2 of 2 -- Load Wagon (20 pts)

Load Ducks onto Wagon. Ramp to Wagon has wing on to help load. Take Wagon and transport Ducks to area near Chute. Unload Ducks.

Task begins when Task #3 is complete, and ends when Ducks are near Chute.

5. Chute (20 pts)

Move Ducks from Hold Area and into Chute, dust for insects, release into Arena.

Open: May use extra panel to keep Ducks from backing out of Chute.

Advanced: Dog assists in ensuring Ducks do not back out of Chute, and Handler may not use extra panel.

Task begins when Task #4 is complete and ends when Ducks are exhausted from Chute into Arena.

6. Gate Sort (25 pts)

Sort three marked Ducks into Pen B. Sort direction at handler's discretion.

Task begins at completion of Task #5, and ends when marked Ducks are in Pen B and gate is closed.

7. Pen Work -- 2 of 4 (6 pts)

Combine all Ducks into Pen B, then remove Ducks from Pen B into Arena.

Task begins when gate to Pen B is opened, and ends when all Ducks are in Arena and gate is closed.

8. Pen Work -- 3 of 4 (7 pts)

Move Ducks from Arena into Pen A.

Task begins when gate to Pen A is opened, and ends with Ducks in Pen A and gate closed.

9. Pen Work -- 4 of 4 (6 pts)

Move Ducks from Pen A into HP1.

Task begins when gate to Pen A is opened, and ends with Ducks in HP1 and gate closed.

****End of Run***

