

AUSTRALIAN SHEPHERD CLUB OF AMERICA
FARM TRIALS
FLPHASC 4/17/25 – 4/18/25

Course Director Laura Clayton, 850-933-3768, dlclayton14@gmail.com

Thursday Judge: Rachel Vest, Friday Judge John Knepper

Pre-Entries Open: 10/12/26, Pre-Entries Close: 11/1/26. Pre-entries must be mailed, not require signature.

Entries accepted by postmark date. Consider texting Laura at 850-933-3768 that entries were sent since mail has been slow. **Day of Show** entries 7:45am if available.

Courses included in flyer and provided day of trial. Additional rules published in ASCA Stockdog rules.

Entry Fees: Pre-entry/Day of (if available) Entry forms available at www.asca.org

Cattle: 5 head Senepol \$60/\$70 Sheep: 5 head Katahdin cross \$50/\$60

Ducks: 5 head Welsh Harlequin \$40/\$50 Mixed: sheep and Welsh Harlequin \$50/\$60

Make checks payable to FLPHASC. Mail to Laura Clayton, 9434 Hosford Hwy, Quincy FL 32351

You will be notified if you are on a waiting list. If you don't get your runs from the waiting list, please settle all entry fee refunds before you leave the grounds on Sunday or it will be considered a club donation.

Gate Opens 7:30am, please don't enter before then **Handlers meeting** 8am Eastern Time

Order of classes: Cattle, Sheep, Ducks, Mixed (sheep and ducks)

Number of runs: 8 runs per class of stock. **Run order** drawn day of trial.

Allowed time is 15 minutes for ducks with 3 minute warning. 20 minutes for sheep, cattle and mixed with 10 minute and 3 minute warnings. No set out dog required. Ties broken with score on Gather. Bitches in heat will run in order.

Awards:

Qualifying and 1ST through 4th placement ribbons for all classes. Rosettes for HIT Open, HIT Advanced

All trials will be conducted under the rules and regulations of the ASCA Stockdog program. 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 rulebook, pages 76-83.

Directions: 9434 Hosford Hwy, Quincy, FL 32351. From I-10 take exit #174 (Hwy 12) and turn North, go 2.2 miles and turn right onto Hwy 65 (Hosford Hwy). Go 1.2 miles to driveway between pastures on left, white house, green roof.

Veterinarian: Allied Veterinarians, 2324 Centerville Rd, Tallahassee FL, 32308 850-222-0123

Hotels: There are none at Exit 174. Check pet policies. Quality Inn, Exit 181 850 627-4633

La Quinta Exit 199 Tallahassee 850-385- 7172, Howard Johnson Exit 192, Midway 850-574-8888

Microtel Exit 142 Marianna 850-526-5005, Quality Inn Exit 142, Marianna 850-526-5600

Self contained camping allowed at site outside the gate on grass. Arrange with course director before trial.

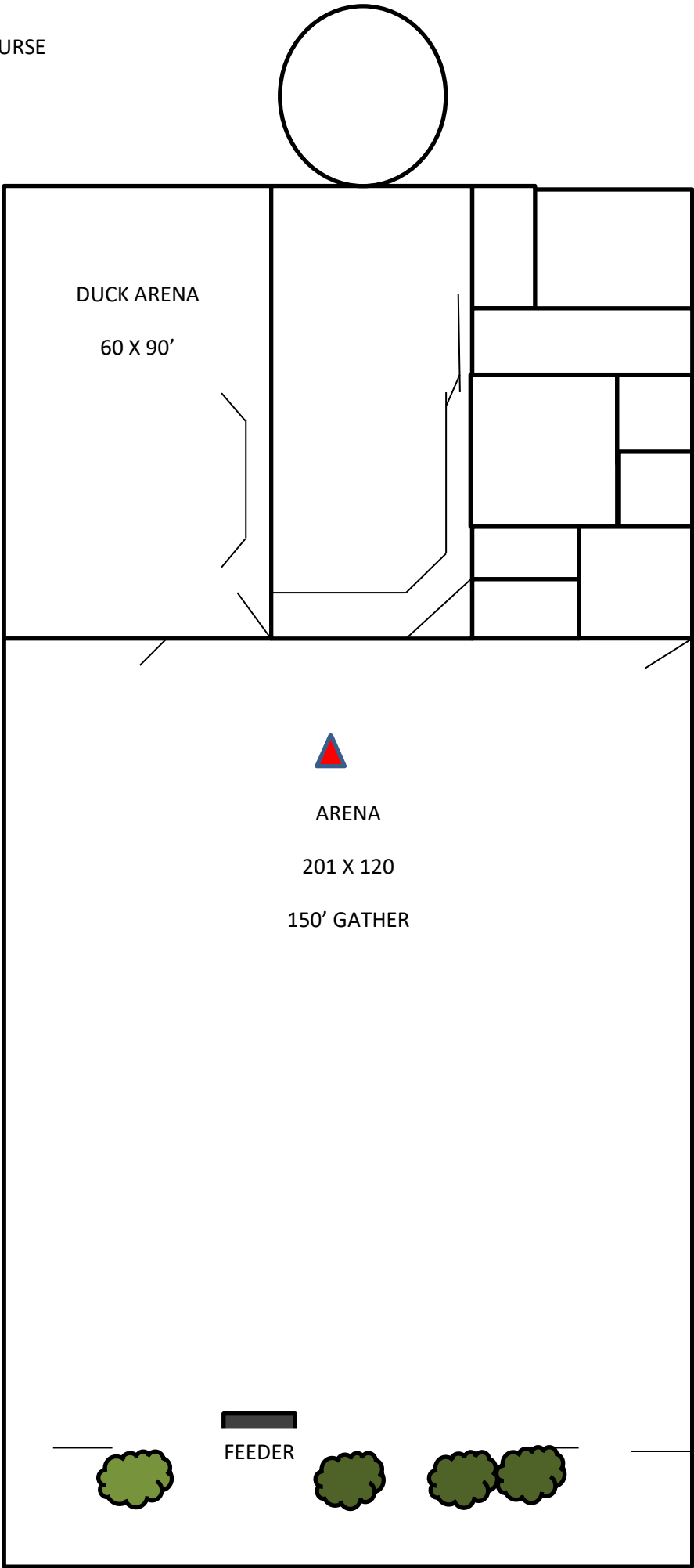
Full service camping is available one exit west – Flat Creek Family Campground 850-442-3333

Lunch will be available. \$ or food donations accepted.

There is a Burger King about 4 miles away at I-10, other fast food 8-10 miles away in Quincy.

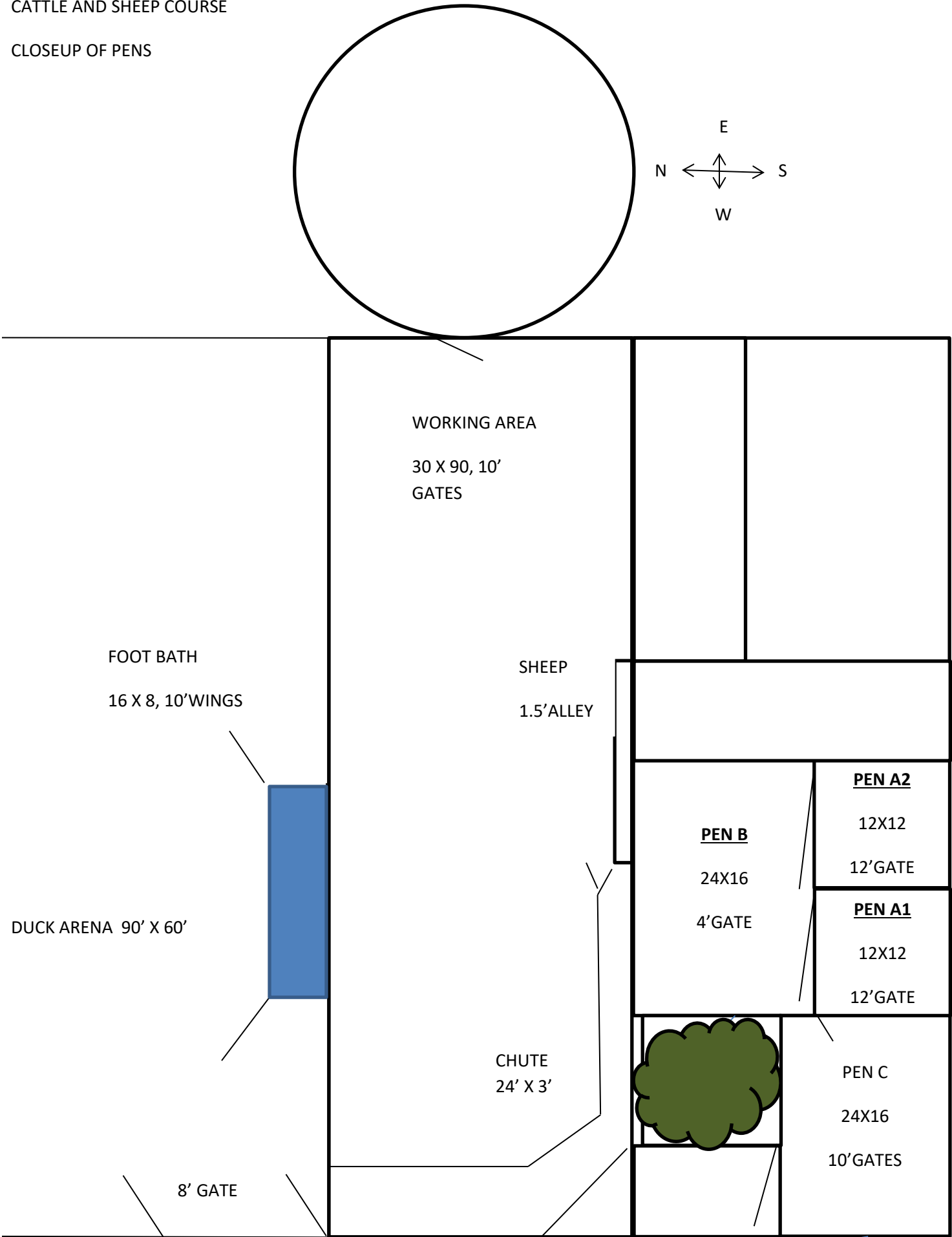
CATTLE AND SHEEP COURSE

OVERVIEW



CATTLE AND SHEEP COURSE

CLOSEUP OF PENS



ENTRY #:

TIME:

AUSTRALIAN SHEPHERD CLUB OF AMERICA

CATTLE FARM TRIAL 1

OPEN _____

ADVANCED _____

QUINCY, FL FLPHASC 11/12/2026

TIME ALLOWED = 20 MINUTES, WARNINGS AT 10 AND 3 MINUTES

DEDUCTIONS

POINTS EARNED

TASK 1 (PEN) **5 POINTS**

TAKE CATTLE FROM PEN B TO PEN C. STARTS WHEN PEN B OPENED, STOPS WHEN PEN B CLOSED.

TASK 2 (PEN) **5 POINTS**

TAKE CATTLE FROM PEN C TO ARENA. STARTS WHEN PEN B CLOSED, STOPS WHEN PEN C CLOSED.

TASK 3 (FOOTBATH) **20 POINTS**

TAKE CATTLE FROM ARENA INTO FOOTBATH PEN. OPEN FOOTBATH WINGS. TAKE CATTLE THROUGH FOOTBATH IN EITHER DIRECTION. KEEP DOG OUT OF BATH. CLOSE WINGS. STARTS WHEN PEN C CLOSED, STOPS WHEN FOOTBATH CLOSED.

TASK 4 (CHUTE) **20 POINTS**OPEN GATE OF CHUTE. MOVE CATTLE INTO CHUTE. **ADVANCED HANDLERS** STAY AT GATE WHILE DOG PUSHES COWS THROUGH AND BACK TO FOOTBATH PEN. OPEN HANDLERS CAN MOVE ANYWHERE. STARTS WHEN FOOTBATH CLOSED, STOPS WHEN STOCK IS BACK AT FOOTBATH PEN GATE.TASK 5 (PENS) **10 POINTS**

MOVE CATTLE BACK INTO FOOTBATH PEN, THEN MOVE CATTLE INTO ARENA. CLOSE GATE. STARTS WHEN STOCK IS BACK AT FOOTBATH GATE, STOPS WHEN ARENA GATE CLOSED.

TASK 6 (DRIVE) **20 POINTS**DRIVE CATTLE DOWN TO FEEDER (20' FROM FENCE) AT OPPOSITE END OF ARENA. **ADVANCED HANDLERS** MAY NOT PASS ARENA CENTER LINE. CALL DOG OFF. STARTS WHEN ARENA GATE CLOSED, STOPS WHEN DOG RETURNS PAST CONE.TASK 7 (GATHER) **20 POINTS**SEND DOG FROM BEHIND CONE (15' FROM EAST END OF ARENA) TO GATHER CATTLE BACK INTO PEN C. **ADVANCED HANDLERS** MUST STAY BEHIND CONE, OPEN HANDLERS CAN MOVE HALFWAY TO STOCK. STARTS WHEN DOG RETURNS PAST CONE, STOPS WHEN PEN C CLOSED.TASK 8 (SORT) **25 POINTS**

SORT 3 MARKED CATTLE FROM PEN C INTO PEN B. REUNITE CATTLE IN PEN B. STARTS WHEN PEN C CLOSED, STOPS WHEN PEN B CLOSED.

TASK 9 (PEN) **5 POINTS**

MOVE CATTLE INTO PEN A. STARTS WHEN PEN B CLOSED, STOPS WHEN PEN A CLOSED.

TOTAL POINTS = 130

70% TO QUALIFY – MINIMUM SCORE 91/130

DEDUCTIONS: SCORE:

TIE BREAKER: GATHER

COMMENTS: _____

Q _____ NQ _____

JUDGE'S SIGNATURE _____

ENTRY #

TIME

AUSTRALIAN SHEPHERD CLUB OF AMERICA

MIXED (SHEEP, DUCKS) FARM TRIAL 1

OPEN _____

ADVANCED _____

QUINCY, FL FLPHASC 11/12/26

REAR OF DUCK CHUTE STAYS OPEN. TIME ALLOWED = 20 MINUTES (TIME STOPS TO MOVE FROM SHEEP TO DUCK), WARNINGS 10 AND 3 MIN

DEDUCTIONS

POINTS EARNED

TASK 1 (PEN) **10 POINTS**

TAKE SHEEP FROM PEN B TO PEN C. STARTS WHEN PEN A OPENED, STOPS WHEN PEN C CLOSED

TASK 2 (DRIVE) **20 POINTS**TAKE SHEEP FROM PEN C TO ARENA AND DRIVE TO FAR END TO FEED PAN. **ADVANCED HANDLERS** MUST NOT PASS THE CENTER OF ARENA. CALL DOG BACK TO CONE. STARTS WHEN PEN C CLOSED, STOPS WHEN DOG RETURNS TO PAST CONE.TASK 3 (GATHER) **20 POINTS**SEND DOG TO GATHER SHEEP BACK TO CONE. **ADVANCED HANDLERS** MUST STAY AT CONE. OPEN HANDLERS MAY MOVE ½ WAY TO STOCK. STARTS WHEN DOG RETURNS PAST CONE, STOPS WHEN STOCK PASSES CONE.TASK 4 (SORT) **25 POINTS**

TAKE SHEEP INTO PEN C AND SORT 3 MARKED SHEEP INTO PEN B. REUNITE IN PEN B. STARTS WHEN STOCK PASSES CONE, STOPS WHEN PEN B CLOSED.

TASK 5 (PEN) **5 POINTS**MOVE SHEEP INTO PEN A. STARTS WHEN PEN B CLOSED, **TIME STOPS** WHEN PEN A CLOSEDTASK 6 (PEN) **5 POINTS** TAKE DUCKS INTO PEN 1. **TIME STARTS** WHEN TAKEPEN OPENED, TASK STOPS WHEN TAKEPEN CLOSEDTASK 7 (CHUTE) **20 POINTS**TAKE DUCKS INTO CHUTE. **ADVANCED HANDLERS SPRAY DUCKS**. DOG HOLDS THE DUCKS IN CHUTE UNTIL HANDLER RELEASES THEM THROUGH THE FRONT AND CLOSES GATE. STARTS WHEN TAKEPEN CLOSED, STOPS WHEN FRONT OF CHUTE CLOSED AFTER STOCK EXITS.TASK 8 (CRATE) **20 POINTS**

TAKE DUCKS INTO PEN 3, LOAD AND UNLOAD FROM CRATE. MOVE DUCKS BACK IN PEN 2. STARTS WHEN FRONT OF CHUTE CLOSED, STOPS WHEN PEN 2 CLOSED.

TASK 9 (PEN) **5 POINTS**

TAKE DUCKS FROM PEN 2 TO PEN 1 AND REPEN. STARTS WHEN PEN 2 CLOSED, STOPS WHEN TAKEPEN CLOSED.

TOTAL POINTS = 130

70% TO QUALIFY – MINIMUM SCORE 91/130

DEDUCTIONS: SCORE:

TIE BREAKER: GATHER

COMMENTS: _____

Q _____ NQ _____

JUDGE'S SIGNATURE: _____

ENTRY #:

TIME:

AUSTRALIAN SHEPHERD CLUB OF AMERICA

SHEEP FARM TRIAL 1

OPEN _____

ADVANCED _____

QUINCY, FL FLPHASC 11/12/26

TIME ALLOWED = 20 MINUTES, WARNING TIMES AT 10 AND 3 MINUTES

DEDUCTIONS

POINTS EARNED

TASK 1 (PEN) **5 POINTS**

TAKE SHEEP FROM PEN B INTO PEN C. STARTS WHEN PEN B OPENED, STOPS WHEN PEN B CLOSED.

TASK 2 (PEN) **5 POINTS**

TAKE SHEEP FROM PEN C TO ARENA. STARTS WHEN PEN B CLOSED, STOPS WHEN PEN C CLOSED

TASK 3 (FOOTBATH) **20 POINTS**

TAKE SHEEP INTO FOOTBATH PEN. OPEN WINGS OF FOOTBATH. TAKE SHEEP THROUGH FOOTBATH IN EITHER DIRECTION . KEEP DOG OUT OF FOOT BATH. CLOSE WINGS OF FOOTBATH. STARTS WHEN PEN C CLOSED, STOPS WHEN FOOTBATH CLOSED.

TASK 4 (CHUTE) **20 POINTS**OPEN GATE OF CHUTE. MOVE SHEEP INTO CHUTE. **ADVANCED HANDLERS** STAY AT GATE WHILE DOG PUSHES SHEEP THROUGH AND BACK TO FOOTBATH PEN. OPEN HANDLERS CAN MOVE ANYWHERE. STARTS WHEN FOOTBATH CLOSED, STOPS WHEN STOCK IS BACK AT FOOTBATH PEN GATE.TASK 5 (PENS) **10 POINTS**

MOVE SHEEP INTO FOOTBATH PEN, THEN MOVE SHEEP INTO ARENA. CLOSE GATE. STARTS WHEN STOCK ARE BACK AT FOOTBATH PEN GATE, STOPS WHEN ARENA GATE CLOSED.

TASK 6 (DRIVE) **20 POINTS**DRIVE SHEEP DOWN TO FEEDER (20' FROM FENCE) AT OPPOSITE END OF ARENA. **ADVANCED HANDLERS** MAY NOT PASS ARENA CENTER LINE. CALL DOG OFF. STARTS WHEN ARENA GATE CLOSED, STOPS WHEN DOG RETURNS PAST CONE.TASK 7 (GATHER) **20 POINTS**SEND DOG FROM BEHIND CONE (15' FROM EAST END OF ARENA) TO GATHER SHEEP BACK INTO PEN C. **ADVANCED HANDLERS** MUST STAY BEHIND CONE, OPEN HANDLERS CAN MOVE HALFWAY TO STOCK. STARTS WHEN DOG RETURNS PAST CONE, STOPS WHEN PEN C CLOSED.TASK 8 (SORT) **25 POINTS**

SORT 3 MARKED SHEEP FROM PEN C INTO PEN B. REUNITE SHEEP IN PEN B. STARTS WHEN PEN C CLOSED, STOPS WHEN PEN B CLOSED.

TASK 9 (PEN) **5 POINTS**

MOVE SHEEP INTO PEN A. STARTS WHEN PEN B CLOSED, STOPS WHEN PEN A CLOSED.

TOTAL POINTS = 130

DEDUCTIONS: SCORE:

70% TO QUALIFY – MINIMUM SCORE 91/130

TIE BREAKER: GATHER _____

COMMENTS: _____

Q _____ NQ _____

JUDGE'S SIGNATURE _____

ENTRY #:

TIME:

AUSTRALIAN SHEPHERD CLUB OF AMERICA

DUCKS FARM TRIAL 1

OPEN _____

ADVANCED _____

QUINCY, FL FLPHASC 11/12/26

CLOSE ALL GATES AS YOU ENTER AND EXIT PENS. THE LOADING END OF CHUTE OPEN. TIME ALLOWED 15 MINUTES, WARNING AT 3 MIN

DEDUCTIONS

POINTS EARNED

TASK 1 (PEN) **5 POINTS**

TAKE DUCKS FROM TAKEPEN INTO PEN 1. STARTS WHEN TAKEPEN OPENED, STOPS WHEN TAKEPEN CLOSED

TASK 2 (CHUTE) **20 POINTS**MOVE DUCKS INTO PEN 2 AND INTO CHUTE. DOG MUST COVER REAR OF CHUTE. **ADVANCED HANDLERS** SPRAY DUCKS. RELEASE DUCKS OUT THE FRONT OF CHUTE. CLOSE FRONT OF CHUTE AFTER DUCKS EXIT. STARTS WHEN TAKEPEN CLOSED, STOPS WHEN FRONT OF CHUTE CLOSED.TASK 3 (LOAD) **20 POINTS**

MOVE DUCKS TO PEN 3, LOAD AND UNLOAD FROM CRATE. STARTS WHEN CHUTE CLOSED, STOPS WHEN DUCKS EXIT CRATE.

TASK 4 (SORT) **25 POINTS**

MOVE DUCKS INTO PEN 4, SORT 3 DUCKS INTO PEN 5. REUNITE IN PEN 4. STARTS WHEN DUCKS EXIT CRATE, STOPS WHEN PEN 5 CLOSED

TASK 5 (PEN) **10 POINTS**

MOVE DUCKS THROUGH PEN 3 AND 2 TO PEN 1. STARTS WHEN PEN 5 CLOSED, STOPS WHEN PEN 1 CLOSED.

TASK 6 (DRIVE) **20 POINTS**TAKE DUCKS INTO CHAIN LINK AREA AND DRIVE PAST CONE. **ADVANCED HANDLERS** CAN GO HALFWAY TO CONE, OPEN HANDLERS CAN GO TO END OF DRIVE. CALL DOG BACK TO GATE. STARTS WHEN PEN 1 CLOSED, STOPS WHEN DOG IS BACK TO GATE.TASK 7 (GATHER) **20 POINTS**SEND DOG TO GATHER DUCKS. **ADVANCED HANDLERS** MUST STAY NEAR GATE, OPEN HANDLERS CAN MOVE HALFWAY TO STOCK. STARTS WHEN DOG CALLED BACK TO GATE, STOPS WHEN DUCKS AT GATE.TASK 8 (PEN) **5 POINTS**

MOVE DUCKS FROM CHAIN LINK AREA TO PEN 1. STARTS WHEN DUCKS AT GATE, STOPS WHEN PEN 1 GATE CLOSED

TASK 9 (PEN) **5 POINTS**

MOVE DUCKS INTO TAKEPEN. STARTS WHEN PEN 1 GATE IS CLOSED, STOPS WHEN TAKEPEN CLOSED.

TOTAL POINTS = 130

DEDUCTIONS: SCORE:

70% TO QUALIFY – MINIMUM SCORE 91/130

TIE BREAKER: GATHER

COMMENTS: _____

Q _____ NQ _____

JUDGE'S SIGNATURE: _____

ENTRY #:

TIME:

AUSTRALIAN SHEPHERD CLUB OF AMERICA

CATTLE FARM TRIAL 2

OPEN _____

ADVANCED _____

QUINCY, FL FLPHASC 11/13/26

TIME ALLOWED = 20 MINUTES, WARNING TIMES 10 AND 3 MINUTES

DEDUCTIONS

POINTS EARNED

TASK 1 (PEN) **5 POINTS**

TAKE CATTLE FROM PEN B TO PEN C. STARTS WHEN PEN B OPENED, STOPS WHEN PEN B CLOSED.

TASK 2 (PEN) **5 POINTS**

TAKE CATTLE FROM PEN C TO ARENA. STARTS WHEN PEN B CLOSED, STOPS WHEN PEN C CLOSED.

TASK 3 (DRIVE) **20 POINTS**

DRIVE CATTLE DOWN TO FEEDER(20' FROM FENCE) AT OPPOSITE END OF ARENA. **ADVANCED HANDLERS** MAY NOT PASS ARENA CENTER LINE. CALL DOG OFF. STARTS WHEN ARENA GATE CLOSED, STOPS WHEN DOG RETURNS PAST CONE.

TASK 4 (GATHER) **20 POINTS**

SEND DOG FROM BEHIND CONE (15' FROM EAST END OF ARENA) TO GATHER CATTLE BACK PAST CONE. **ADVANCED HANDLERS** MUST STAY BEHIND CONE, OPEN HANDLERS CAN MOVE HALFWAY TO STOCK. STARTS WHEN DOG RETURNS PAST CONE, STOPS WHEN CATTLE PASS CONE.

TASK 5 (CHUTE) **20 POINTS**

TAKE CATTLE FROM ARENA INTO FOOTBATH PEN. OPEN GATE OF CHUTE. MOVE CATTLE INTO CHUTE. **ADVANCED HANDLERS** STAY AT REAR OF CHUTE WHILE DOG PUSHES CATTLE THROUGH AND OUT TO FOOTBATH PEN. STARTS WHEN CATTLE PASS CONE, STOPS WHEN STOCK IS AT FOOTBATH GATE.

TASK 6 (FOOTBATH) **20 POINTS**

TAKE CATTLE INTO FOOTBATH PEN. OPEN FOOTBATH WINGS. TAKE CATTLE THROUGH FOOTBATH IN EITHER DIRECTION. KEEP DOG OUT OF BATH. CLOSE WINGS. STARTS WHEN STOCK EXITS CHUTE, STOPS WHEN FOOTBATH CLOSED.

TASK 7 (PENS) **10 POINTS** MOVE CATTLE OUT OF FOOTBATH PEN, THROUGH THE ARENA AND INTO PEN C. STARTS WHEN FOOTBATH GATE IS CLOSED, STOPS WHEN PEN C GATE CLOSED.

TASK 8 (SORT) **25 POINTS**

SORT 3 MARKED CATTLE FROM PEN C INTO PEN B. REUNITE CATTLE IN PEN B. STARTS WHEN PEN C CLOSED, STOPS WHEN PEN B CLOSED.

TASK 9 (PEN) **5 POINTS**

MOVE CATTLE INTO PEN A. STARTS WHEN PEN B CLOSED, STOPS WHEN PEN A CLOSED.

TOTAL POINTS = 130

70% TO QUALIFY – MINIMUM SCORE 91/130

DEDUCTIONS: SCORE:

TIE BREAKER: GATHER

COMMENTS: _____

Q _____ NQ _____

JUDGE'S SIGNATURE _____

ENTRY #

TIME

AUSTRALIAN SHEPHERD CLUB OF AMERICA

MIXED (SHEEP, DUCKS) FARM TRIAL 2

OPEN _____

ADVANCED _____

QUINCY, FL FLPHASC 11/13/26

REAR OF DUCK CHUTE STAYS OPEN. TIME ALLOWED = 20 MINUTES (TIME STOPS TO MOVE FROM DUCK TO SHEEP) WARNING 10 AND 3 MIN

DEDUCTIONS

POINTS EARNED

TASK 1 (PEN) **5 POINTS**

TAKE DUCKS FROM TAKEPEN INTO PEN 1. STARTS WHEN TAKEPEN OPENED, STOPS WHEN TAKEPEN CLOSED

TASK 2 (DRIVE) **20 POINTS**TAKE DUCKS INTO CHAIN LINK AREA AND DRIVE PAST CONE. **ADVANCED HANDLERS** CAN GO HALFWAY TO CONE, OPEN HANDLERS CAN GO TO END OF DRIVE. CALL DOG BACK TO GATE. STARTS WHEN PEN 2 CLOSED, STOPS WHEN DOG IS BACK TO GATE.TASK 3 (GATHER) **20 POINTS**SEND DOG TO GATHER DUCKS. **ADVANCED HANDLERS** MUST STAY NEAR GATE, OPEN HANDLERS CAN MOVE HALFWAY TO STOCK. STARTS WHEN DOG IS BACK AT GATE, STOPS WHEN DUCKS AT GATE.TASK 4 (PEN) **5 POINTS**

TAKE DUCKS FROM CHAIN LINK AREA TO PEN 1, THEN INTO TAKEPEN. STARTS WHEN DUCKS AT GATE, STOPS WHEN TAKEPEN CLOSED

TASK 5 (SORT) **25 POINTS**

SORT 3 DUCKS INTO PEN 1. REUNITE IN TAKEPEN. STARTS WHEN TAKEPEN CLOSED, STOPS WHEN TAKEPEN CLOSED AFTER SORT

TASK 6 (PEN) **5 POINTS**

TAKE SHEEP FROM PEN B INTO PEN C AND INTO ARENA. STARTS WHEN PEN B OPENED, STOPS WHEN ARENA GATE CLOSED.

TASK 7 (CHUTE) **20 POINTS**TAKE SHEEP FROM ARENA INTO FOOTBATH PEN. OPEN GATE OF CHUTE. **ADVANCED HANDLERS** STAY AT REAR OF CHUTE WHILE DOG PUSHES SHEEP THROUGH AND OUT TO FOOTBATH PEN. STARTS WHEN SHEEP PASS CONE, STOPS WHEN STOCK IS AT FOOTBATH GATE.TASK 8 (FOOTBATH) **20 POINTS**

TAKE SHEEP INTO FOOTBATH PEN. OPEN FOOTBATH WINGS. TAKE SHEEP THROUGH FOOTBATH IN EITHER DIRECTION. KEEP DOG OUT OF BATH. CLOSE WINGS. MOVE SHEEP INTO ARENA. STARTS WHEN CHUTE IS CLOSED, STOPS WHEN ARENA GATE IS CLOSED.

TASK 9 (PENS) **10 POINTS** MOVE SHEEP INTO PEN C, THEN B, THEN A. STARTS WHEN FOOTBATH GATE IS CLOSED, STOPS WHEN PEN A GATE CLOSED.

TOTAL POINTS = 130

70% TO QUALIFY – MINIMUM SCORE 91/130

DEDUCTIONS: SCORE:

TIE BREAKER: GATHER

COMMENTS: _____

Q _____ NQ _____

JUDGE'S SIGNATURE: _____

ENTRY #:

TIME:

AUSTRALIAN SHEPHERD CLUB OF AMERICA

SHEEP FARM TRIAL 2

OPEN _____

ADVANCED _____

QUINCY, FL FLPHASC 4/18/25

TIME ALLOWED = 20 MINUTES, WARNING TIMES 10 AND 3 MINUTES)

DEDUCTIONS

POINTS EARNED

TASK 1 (PEN) **5 POINTS**

TAKE SHEEP FROM PEN B INTO PEN C. STARTS WHEN PEN B OPENED, STOPS WHEN PEN B CLOSED.

TASK 2 (PEN) **5 POINTS**

TAKE SHEEP FROM PEN C TO ARENA. STARTS WHEN PEN B CLOSED, STOPS WHEN PEN C CLOSED

TASK 3 (DRIVE) **20 POINTS**DRIVE SHEEP DOWN TO FEEDER (20' FROM FENCE) AT OPPOSITE END OF ARENA. **ADVANCED HANDLERS** MAY NOT PASS ARENA CENTER LINE. CALL DOG OFF. STARTS WHEN ARENA GATE CLOSED, STOPS WHEN DOG RETURNS PAST CONE.

TASK 4 (GATHER) **20 POINTS**SEND DOG FROM BEHIND CONE (15' FROM EAST END OF ARENA) TO GATHER SHEEP BACK PAST CONE. **ADVANCED HANDLERS** MUST STAY BEHIND CONE, OPEN HANDLERS CAN MOVE HALFWAY TO STOCK. STARTS WHEN DOG RETURNS PAST CONE, STOPS WHEN SHEEP PASS CONE.

TASK 5 (CHUTE) **20 POINTS**TAKE SHEEP FROM ARENA INTO FOOTBATH PEN. OPEN GATE OF CHUTE. **ADVANCED HANDLERS** STAY AT REAR OF CHUTE WHILE DOG PUSHES SHEEP THROUGH AND OUT TO FOOTBATH PEN. OPEN HANDLERS CAN WALK ANYWHERE. STARTS WHEN SHEEP PASS CONE, STOPS WHEN STOCK IS AT FOOTBATH GATE.

TASK 6 (FOOTBATH) **20 POINTS**

TAKE SHEEP INTO FOOTBATH PEN. OPEN FOOTBATH WINGS. TAKE SHEEP THROUGH FOOTBATH IN EITHER DIRECTION. KEEP DOG OUT OF BATH. CLOSE WINGS. STARTS WHEN CHUTE IS CLOSED, STOPS WHEN FOOTBATH CLOSED.

TASK 7 (PENS) **10 POINTS** MOVE SHEEP FROM FOOTBATH PEN INTO ARENA. CLOSE GATE. MOVE SHEEP INTO PEN C. STARTS WHEN FOOTBATH GATE IS CLOSED, STOPS WHEN PEN C GATE CLOSED.

TASK 8 (SORT) **25 POINTS**

SORT 3 MARKED SHEEP FROM PEN C INTO PEN B. REUNITE SHEEP IN PEN B. STARTS WHEN PEN C CLOSED, STOPS WHEN PEN B CLOSED.

TASK 9 (PEN) **5 POINTS**

MOVE SHEEP INTO PEN A. STARTS WHEN PEN B CLOSED, STOPS WHEN PEN A CLOSED.

TOTAL POINTS = 130

70% TO QUALIFY – MINIMUM SCORE 91/130

DEDUCTIONS: SCORE:

TIE BREAKER: GATHER _____

COMMENTS: _____

Q _____ NQ _____

JUDGE'S SIGNATURE _____

ENTRY #:

TIME:

AUSTRALIAN SHEPHERD CLUB OF AMERICA

DUCKS FARM TRIAL 2

OPEN _____

ADVANCED _____

QUINCY, FL FLPHASC 11/13/26

CLOSE ALL GATES AS YOU ENTER AND EXIT PENS. THE LOADING END OF CHUTE OPEN. TIME ALLOWED 15 MINUTES, WARNING AT 3 MIN

DEDUCTIONS

POINTS EARNED

TASK 1 (PEN) **5 POINTS**

TAKE DUCKS FROM TAKEPEN INTO PEN 1. STARTS WHEN TAKEPEN OPENED, STOPS WHEN TAKEPEN CLOSED

TASK 2 (DRIVE) **20 POINTS**TAKE DUCKS INTO CHAIN LINK AREA AND DRIVE PAST CONE. **ADVANCED HANDLERS** CAN GO HALFWAY TO CONE, OPEN HANDLERS CAN GO TO END OF DRIVE. CALL DOG BACK TO GATE. STARTS WHEN PEN 2 CLOSED, STOPS WHEN DOG IS BACK TO GATE.TASK 3 (GATHER) **20 POINTS**SEND DOG TO GATHER DUCKS. **ADVANCED HANDLERS** MUST STAY NEAR GATE, OPEN HANDLERS CAN MOVE HALFWAY TO STOCK. STARTS WHEN DOG IS BACK AT GATE, STOPS WHEN DUCKS AT GATE.TASK 4 (PEN) **5 POINTS**

TAKE DUCKS FROM CHAIN LINK AREA TO PEN 1. STARTS WHEN DUCKS AT GATE, STOPS WHEN PEN 1 CLOSED

TASK 5 (CHUTE) **20 POINTS**MOVE DUCKS INTO PEN 2 AND INTO CHUTE. DOG MUST COVER REAR OF CHUTE. **ADVANCED HANDLERS** SPRAY DUCKS. RELEASE DUCKS OUT THE FRONT OF CHUTE. CLOSE FRONT OF CHUTE AFTER DUCKS EXIT. STARTS WHEN PEN 2 CLOSED, STOPS WHEN FRONT OF CHUTE CLOSED.TASK 6 (LOAD) **20 POINTS**

MOVE DUCKS TO PEN 3, LOAD AND UNLOAD FROM CRATE. STARTS WHEN CHUTE CLOSED, STOPS WHEN PEN 3 CLOSED.

TASK 7 (SORT) **25 POINTS**

MOVE DUCKS INTO PEN 4, SORT 3 DUCKS INTO PEN 5. REUNITE IN PEN 4. STARTS WHEN PEN 3 CLOSED, STOPS WHEN PEN 5 CLOSED

TASK 8 (PEN) **10 POINTS**

MOVE DUCKS THROUGH PEN 3 TO PEN 2. STARTS WHEN PEN 5 CLOSED, STOPS WHEN PEN 2 CLOSED.

TASK 9 (PEN) **5 POINTS**

MOVE DUCKS INTO PEN 1 AND REPEN. STARTS WHEN PEN 2 CLOSED, STOPS WHEN TAKEPEN CLOSED.

TOTAL POINTS = 130

70% TO QUALIFY – MINIMUM SCORE 91/130

DEDUCTIONS: SCORE:

TIE BREAKER: GATHER

COMMENTS: _____

Q _____ NQ _____

JUDGE'S SIGNATURE: _____

Duck Area - Drawing not to scale

Takepen 10 X 18

Pen 1 18 X 20

Pen 2 8 X 50

Pen 3 18 X 16 (minus pen 4)

Pen 4 8 X 8

Pen 5 6 X 10

Gather 80'

Chute 12'

