

**Florida Panhandlers ASC**  
**4 ASCA Sanctioned Stockdog Arena Trials**  
**12/2/23-12/3/23**  
**Quincy, FL**

See FLPHASC or ASCA websites for conformation shows and two farm trials, 11/30/23, 11/31/23 same location

**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 on left, white house, green roof.

**Judges:** AM Trials each day: Rachel Vest, PM Trials each day: Sue Kelly  
Saturday Course H clockwise, Sunday Course A clockwise

**Course Director:** Laura Clayton 850-933-3768 [dlclayton14@gmail.com](mailto:dlclayton14@gmail.com)

**Entries open 11/6/23 and close 11/24/23** by postmark date. **Pre-entries must be mailed** and not require a signature. Entries accepted by postmark date, so express or priority doesn't help. Early entries not accepted.

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

Cattle: 3 head Senepol \$55/\$65

Sheep: 3-5 head (depending on # of runs) Katahdin cross \$45/\$55

Ducks: 5 head Welsh Harlequin \$35/\$45

Jr and Novice: \$20/\$30

**Classes Offered:** Started, Open, Advanced, Junior Handler, Novice Handler, FEO  
40 runs per trial split between stock available: cattle 8, ducks 10, sheep 16 runs per trial

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.

**Gates open 7:30am.** Please don't come in before that, even if you know the gate code.

Day of show entries 7:30-8:00. Handlers meeting 8:00, Trial to start 8:15am.

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. Bitches in heat run in order.

**Awards:** Including but not limited to: Ribbons for 1<sup>st</sup> through 4<sup>th</sup> place and qualifying scores.

Rosettes (per trial, must have qualifying score) HIT, HIT Started, HIT Cattle, HIT Sheep, HIT Ducks

**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

Camping available 1 exit to the west – Flat Creek Family Campground 850-442-3333

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

Lunch will be available on site, \$ 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.

**AUSTRALIAN SHEPHERD CLUB OF AMERICA**  
**FARM TRIALS**  
**FLPHASC 11/30/23, 12/1/23**

**Course Director** Laura Clayton, 850-933-3768, [dlclayton14@gmail.com](mailto:dlclayton14@gmail.com)

**Thursday Judge: Sue Kelly, Friday Judge Rachel Vest**

**Pre-Entries** Open: 11/6/23, Pre-Entries Close: 11/24/23. Pre-entries must be mailed, not require signature. Entries accepted by postmark date, express or priority doesn't help. **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](http://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 FLPASC. 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, even if you know the gate code, **Handlers meeting** 8am

**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 1<sup>ST</sup> through 4<sup>th</sup> 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 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.

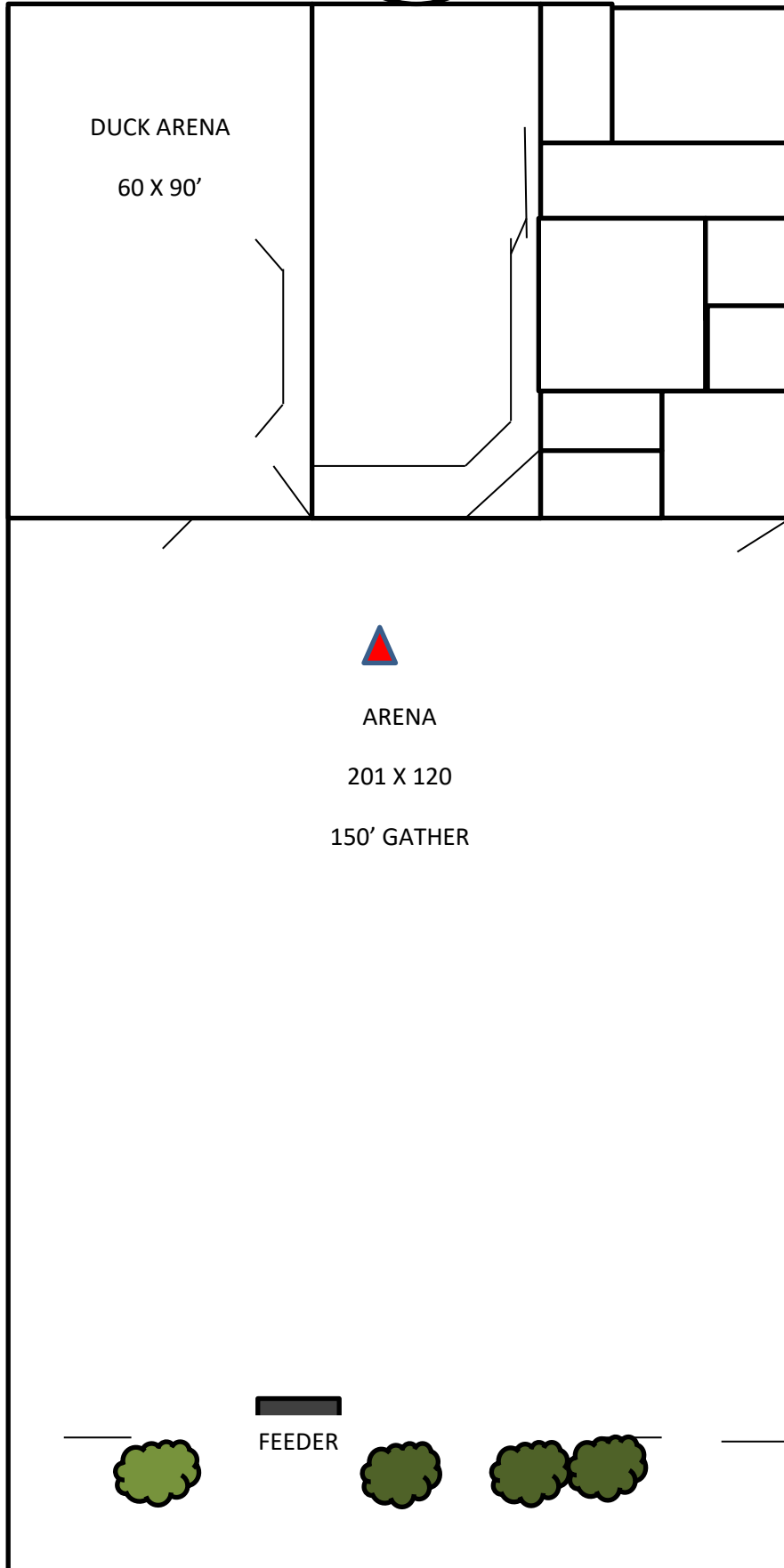
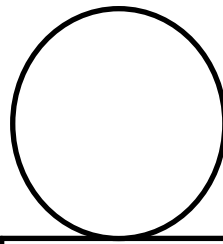
Full service camping is available one exit west – Flat Creek Family Campground 850-442-3333

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.

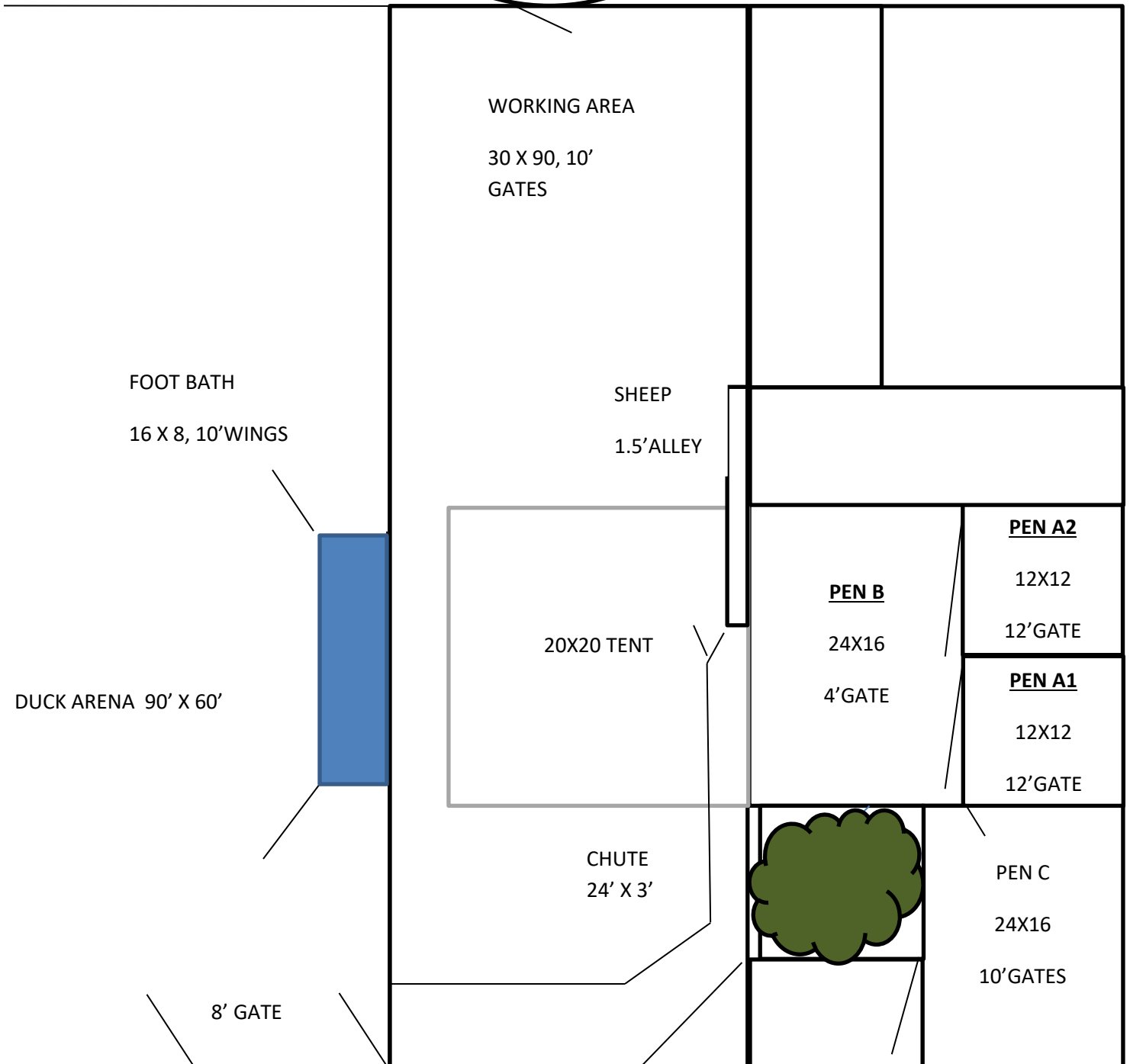
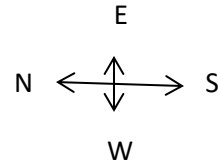
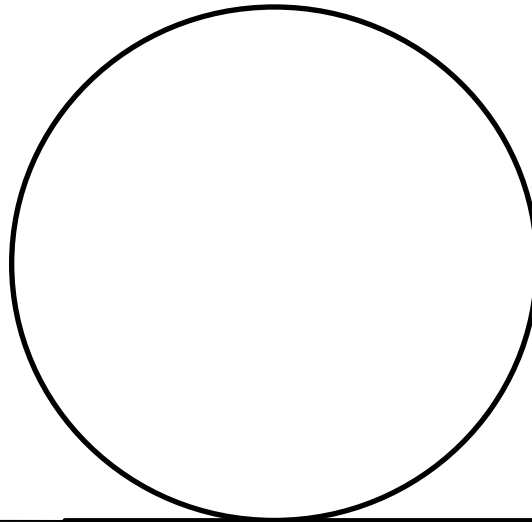
CATTLE AND SHEEP COURSE

OVERVIEW



CATTLE AND SHEEP COURSE

CLOSEUP OF PENS



WORKING AREA

30 X 90, 10'  
GATES

FOOT BATH

16 X 8, 10' WINGS

SHEEP

1.5' ALLEY

20X20 TENT

DUCK ARENA 90' X 60'

PEN B

24X16

4' GATE

PEN A2

12X12

12' GATE

PEN A1

12X12

12' GATE

CHUTE

24' X 3'

PEN C

24X16

10' GATES

8' GATE

ENTRY #:

TIME:

AUSTRALIAN SHEPHERD CLUB OF AMERICA

**CATTLE FARM TRIAL**

OPEN \_\_\_\_\_

ADVANCED \_\_\_\_\_

QUINCY, FL FLPHASC 11/30/23

TIME ALLOWED = 20 MINUTES

DEDUCTIONS      POINTS EARNED

TASK 1 (PEN) **5 POINTS**

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

TASK 2 (PEN) **5 POINTS**

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

TASK 3 (FOOTBATH) **20 POINTS**

TAKE CATTLE FROM ARENA INTO DUCK ARENA. 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 AND CHAIN WING BEHIND THEM. **ADVANCED HANDLERS** MUST APPLY TOPICAL DEWORMER TO 1 HEAD (SIMULATED WITH WATER) . OPEN GATE AT HEAD OF CHUTE AND MOVE THE CATTLE INTO WORKING AREA. STARTS WHEN FOOTBATH CLOSED, STOPS WHEN FRONT OF CHUTE CLOSED.

TASK 5 (PENS) **10 POINTS**

MOVE CATTLE BACK INTO DUCK ARENA, THEN MOVE CATTLE INTO ARENA. CLOSE GATE. STARTS WHEN FRONT OF CHUTE CLOSED, 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 C. STARTS WHEN PEN C CLOSED, STOPS WHEN PEN B CLOSED.

TASK 9 (PEN) **5 POINTS**

MOVE CATTLE INTO PEN B AND THE 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

QUINCY, FL FLPASC 11/30/23

REAR OF DUCK CHUTE STAYS OPEN. TIME ALLOWED = 20 MINUTES (TIME STOPS TO MOVE FROM SHEEP TO DUCK AREA)

OPEN \_\_\_\_\_

ADVANCED \_\_\_\_\_

DEDUCTIONS

POINTS EARNED

TASK 1 (PEN) **10 POINTS**

TAKE SHEEP FROM PEN A TO 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 B 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 1/2 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 C. STARTS WHEN STOCK PASSES CONE, STOPS WHEN PEN B CLOSED.

TASK 5 (PEN) **5 POINTS**

MOVE SHEEP INTO PEN B AND THEN TO PEN A. STARTS WHN PEN B CLOSED, **TIME STOPS** WHEN PEN A CLOSED

TASK 6 (PEN ) **5 POINTS**

TAKE DUCKS INTO PEN 1. **TIME STARTS** WHEN TAKEPEN OPENED, TASK STOPS WHEN TAKEPEN CLOSED

TASK 7 (CHUTE) **20 POINTS**

TAKE DUCKS INTO PEN 2 AND INTO CHUTE. **ADVANCED HANDLERS SPRAY DUCKS**. DOG HOLDS THE DUCKS IN CHUTE UNTIL HANDLER RELEASES THEM THROUGH THE FRONT AND CLOSED GATE. STARTS WHEN TAKEPEN CLOSED, STOPS WHEN FRONT OF CHUTE CLOSED.

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**

QUINCY, FL FLPHASC 11/30/23

TIME ALLOWED = 20 MINUTES

OPEN \_\_\_\_\_

ADVANCED \_\_\_\_\_

DEDUCTIONS

POINTS EARNED

TASK 1 (PEN) **5 POINTS**

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

TASK 2 (PEN) **5 POINTS**

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

TASK 3 (FOOTBATH) **20 POINTS**

TAKE SHEEP INTO DUCK ARENA. 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 AND CHAIN WING BEHIND THEM. **ADVANCED HANDLERS** OPEN GUILLOTINE GATES, RUN SHEEP THROUGH NARROW CHUTE TO WORKING AREA, OPEN HANDLERS OPEN 4' GATE AT HEAD OF CHUTE AND MOVE THE SHEEP INTO WORKING AREA. STARTS WHEN FOOTBATH CLOSED, STOPS WHEN FRONT OF CHUTE CLOSED.

TASK 5 (PENS) **10 POINTS**

MOVE SHEEP FROM WORKING AREA INTO DUCK ARENA, THEN MOVE SHEEP INTO ARENA. CLOSE GATE. STARTS WHEN FRONT OF CHUTE CLOSED, 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 C. STARTS WHEN PEN C CLOSED, STOPS WHEN PEN B CLOSED.

TASK 9 (PEN) **5 POINTS**

MOVE SHEEP INTO PEN B AND 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: \_\_\_\_\_

JUDGE'S SIGNATURE \_\_\_\_\_

Q \_\_\_\_\_

NQ \_\_\_\_\_

ENTRY #:

TIME:

AUSTRALIAN SHEPHERD CLUB OF AMERICA

**DUCKS FARM TRIAL**

OPEN \_\_\_\_\_

ADVANCED \_\_\_\_\_

QUINCY, FL FLPASC 11/30/23

CLOSE ALL GATES AS YOU ENTER AND EXIT PENS. THE LOADING END OF CHUTE STAYS OPEN. TIME ALLOWED 15 MINUTES

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 (PEN) **5 POINTS**

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

TASK 3 (CHUTE) **20 POINTS**

MOVE DUCKS 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 4 (LOAD) **20 POINTS**

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

TASK 5 (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 6 (PEN) **10 POINTS**

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

TASK 7 (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 8 (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 9 (PEN) **5 POINTS**

MOVE DUCKS INTO PEN 1 AND REPEN. STARTS WHEN DUCKS AT GATE, 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

**CATTLE FARM TRIAL**

OPEN \_\_\_\_\_

ADVANCED \_\_\_\_\_

QUINCY, FL FLPHASC 12/1/23

TIME ALLOWED = 20 MINUTES

DEDUCTIONS

POINTS EARNED

TASK 1 (PEN) **5 POINTS**

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

TASK 2 (PEN) **5 POINTS**

TAKE CATTLE FROM PEN B TO 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 DUCK ARENA. OPEN GATE OF CHUTE. MOVE CATTLE INTO CHUTE AND CHAIN WING BEHIND THEM. **ADVANCED HANDLERS** MUST APPLY TOPICAL DEWORMER TO 1 HEAD (SIMULATED WITH WATER) . OPEN GATE AT HEAD OF CHUTE AND MOVE THE CATTLE INTO WORKING AREA. STARTS WHEN CATTLE PASS CONE, STOPS WHEN FRONT OF CHUTE CLOSED AFTER STOCK EXITS.

TASK 6 (FOOTBATH) **20 POINTS**

TAKE CATTLE INTO DUCK ARENA. OPEN FOOTBATH WINGS. TAKE CATTLE 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 CATTLE INTO ARENA. CLOSE GATE. MOVE CATTLE 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 C. STARTS WHEN PEN C CLOSED, STOPS WHEN PEN B CLOSED.

TASK 9 (PEN) **5 POINTS**

MOVE CATTLE INTO PEN B AND THE 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

QUINCY, FL FLPASC 12/1/23

REAR OF DUCK CHUTE STAYS OPEN. TIME ALLOWED = 20 MINUTES (TIME STOPS TO MOVE FROM DUCK TO SHEEP AREA)

OPEN \_\_\_\_\_

ADVANCED \_\_\_\_\_

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, THRU PENS 2 AND 3 TO PEN 4. STARTS WHEN DUCKS AT GATE, STOPS WHEN PEN 4 CLOSED

**TASK 5 (SORT) 25 POINTS**

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

**TASK 6 (PEN) 5 POINTS**

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

**TASK 7 (CHUTE) 20 POINTS**

TAKE SHEEP FROM ARENA INTO DUCK ARENA. OPEN GATE OF CHUTE. MOVE SHEEP INTO CHUTE AND CHAIN WING BEHIND THEM. **ADVANCED HANDLERS** OPEN GUILLOTINE GATES, RUN SHEEP THROUGH NARROW CHUTE TO WORKING AREA, OPEN HANDLERS OPEN 4' GATE AT HEAD OF CHUTE AND MOVE THE SHEEP INTO WORKING AREA. STARTS WHEN SHEEP PASS CONE, STOPS WHEN FRONT OF CHUTE CLOSED.

**TASK 8 (FOOTBATH) 20 POINTS**

TAKE SHEEP INTO DUCK ARENA. 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 9 (PENS) 10 POINTS** MOVE SHEEP INTO ARENA. CLOSE GATE. 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**

OPEN \_\_\_\_\_

ADVANCED \_\_\_\_\_

QUINCY, FL FLPHASC 12/1/23

TIME ALLOWED = 20 MINUTES

DEDUCTIONS      POINTS EARNED

TASK 1 (PEN) **5 POINTS**

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

TASK 2 (PEN) **5 POINTS**

TAKE SHEEP FROM PEN B TO 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**

TAKD SHEEP FROM ARENA INTO DUCK ARENA. OPEN GATE OF CHUTE. MOVE SHEEP INTO CHUTE AND CHAIN WING BEHIND THEM. **ADVANCED HANDLERS** OPEN GUILLOTINE GATES, RUN SHEEP THROUGH NARROW CHUTE TO WORKING AREA, OPEN HANDLERS OPEN 4' GATE AT HEAD OF CHUTE AND MOVE THE SHEEP INTO WORKING AREA. STARTS WHEN SHEEP PASS CONE, STOPS WHEN FRONT OF CHUTE CLOSED.

TASK 6 (FOOTBATH) **20 POINTS**

TAKE SHEEP INTO DUCK ARENA. 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 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 C. STARTS WHEN PEN C CLOSED, STOPS WHEN PEN B CLOSED.

TASK 9 (PEN) **5 POINTS**

MOVE SHEEP INTO PEN B AND THE 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**

OPEN \_\_\_\_\_

ADVANCED \_\_\_\_\_

QUINCY, FL FLPHASC 12/1/23

CLOSE ALL GATES AS YOU ENTER AND EXIT PENS. THE LOADING END OF CHUTE STAYS OPEN. TIME ALLOWED 15 MINUTES

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. MOVE DUCKS 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 4 X 8

Pen 1 18 X 30

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'

