

ASC of ARIZONA

PRESENTS

Spring Spectacular 2024

ASCA Sanction Pending

2 POST ADVANCED Trials

April 9th, 2024

FARM TRIAL

April 10th & 11th, 2024

No set out dog

6 STOCKDOG TRIALS

April 12th, 13th & 14th, 2024

Tuesday Post Advanced Course Course B two trials Sheep and Cattle

Wednesday & Thursday Farm Trial 30 Sheep/30 Geese/24 Cattle

Friday(Trial #1 Trial #2) Course H - All Stock

Saturday(Trial #3 Trial#4) Course H – All Stock

Sunday(Trial #5 Trial#6) Course A – All Stock

25 Sheep/ 25 Cattle /25 Geese each trial

**3-5 head of stock depending on entries & availability of stock*

Dates/Times:

Farm & Arena Handlers Meeting will start at 8:30am each day

DAY OF TRIAL ENTRIES: 7:30 – 8:00 am

Location:

Painted 7 Ranch

14352 E. State Route 169

Dewey, AZ 86327

Suzanne Schwarzman

Carol Gerken

Kathy Males

Tuesday

Cattle/Sheep

Sheep/Cattle

Wednesday

Cattle

Sheep

Geese

Thursday

Sheep

Geese

Cattle

Friday

Geese/Sheep

Cattle/Geese

Sheep/Cattle

Saturday

Cattle/Geese

Sheep/Cattle

Geese/Sheep

Sunday

Sheep/Cattle

Geese/Sheep

Cattle/Geese

Farm and Post Advanced Entries:

Pre-Entry Geese	\$50.00	Day of Trial	\$55.00
Pre-Entry Sheep	\$55.00	Day of Trial	\$60.00
Pre-Entry Cattle	\$65.00	Day of Trial	\$70.00

Arena Entries

Pre-Entry Geese	\$50.00	Day of Trial	\$55.00
Pre-Entry Sheep	\$55.00	Day of Trial	\$60.00
Pre-Entry Cattle	\$65.00	Day of Trial	\$70.00

Make checks payable to: ASC of ARIZONA (Checks deposited weekly)

Mail Entries to: **ASC of AZ c/o Lisa Goss**
7431 N Alsup Road
Litchfield Park, Az 85340

NO PRE-ENTRIES ACCEPTED PRIOR TO A POSTMARK DATE OF March 11, 2024. PRE-ENTRIES MUST BE POSTMARKED BY April 1, 2024— Entries must have clearly visible USPS postmark. **No meter mail, DHL, UPS, telephone, email, faxed entries will be accepted.** Overnight entries accepted only if signature is waived.

PLEASE MAKE SURE ALL ENTRIES ARE LEGIBLE.

Incomplete entry forms will NOT be accepted.

Please make sure your entry form includes the dog's call name and your e-mail address.

SILVER BELT BUCKLES

POST Advanced and Farm Trial scores DO NOT apply

WILL BE GIVEN ON SUNDAY APRIL 10th, FOR A 3-DAY HIGH COMBINED SCORE AUSSIE (WTCH & NON-WTCH) HIGH COMBINED OTHER BREED, MOST PROMISING STARTED AUSSIE, MOST PROMISING STARTED OTHER BREED. To qualify for any of the 3-day buckle awards, the same dog must be entered in all three days on all three stocks.

MOST VERSATILE AUSTRALIAN SHEPHERD

Farm Trial and Post Advanced scores DO NOT apply

See attached flyer for requirements

MOST PROMISING STARTED AUSSIE AND MOST PROMISING OTHER BREED

Farm Trial and Post Advanced scores DO NOT apply

Dog must be entered in the Started Class on all 3 stock for all 3 days. Dogs entered in this class are not eligible for other High Combined awards. Only qualifying scores will be used to calculate this award. **Please indicate on entry form.**

HIGH COMBINED AUSSIE (WTCH & Non-WTCH) & HIGH COMBINED OTHER BREED

Farm Trial and Post Advanced scores DO NOT apply

Dog must be entered on all 3 stock for all 3 days. Only qualifying scores will be used to calculate this award.

Please indicate on entry form if your Aussie has a WTCH.

Daily Awards: Ribbons and/or awards will be given for 1st – 4th place, High Score Geese Aussie/OB, High Score Cattle Aussie/OB, High Score Sheep Aussie/OB, High Score Working Junior, High Score Open Working Junior, Most Promising Started Aussie/OB, High Combined Aussie/OB, High in Trial Aussie/OB and High in Trial Champion of Record. **Please indicate on entry form if your Australian Shepherd an ASCA Conformation Champion.**

Course Directors

Dawna Sims
928-533-1108
Painted7ranch@aol.com

Lisa Goss
623-326-8132
lgossaz@hotmail.com

FARM TRIAL

General Rules for Farm Trial (see course diagrams for specific course rules)

- Time is 20 minutes
- All elements must be attempted prior to moving on the next element
- Two-time warnings will be given, the first at 10 minutes, the second at 17 minutes
- Bitches in season will run in draw order
- In case of tie, the sort will break the tie. The second tie breaker will be pen work. The third tie breaker will be the gather.

There are only two divisions for a Farm Trial, Open and Advanced. If you have not titled in a Farm Trial previously, you must enter in the Open class.

OTHER INFORMATION:

- Entry fee refunds will be issued after close of pre-entries only if there is a waiting list and somebody takes your run.
- Substitutions will be allowed only with a dog owned by the same person making the original entry.
- Entry fee to be made by US Funds: Check/Cashiers Check/Money Order in Registered Owners name ONLY!
- Entries received without proper signatures, fees, information, etc. will be deemed incomplete and will not be accepted.
- Registered Owner of dog shall be responsible for replacement cost of livestock at the following prices: GEENSE - \$50.00 per head, SHEEP - \$200.00 per head, CATTLE – current market value.
- Confirmation of entries shall be made via email or self-addressed stamped envelope (if supplied).
- The Trial Committee will draw run order prior to the trial.
- Bitches in season will run in order.
- This trial shall be run under all ASCA Rules and Regulations.
A \$50 service fee will apply to all returned checks. Returned checks will not constitute an accepted entry.

Weather: Please be prepared for any type of weather for both you and your dog. Bring shade and foul weather gear.

Food: Lunches will be provided to judges and workers, only

RV Parking: Self Contained RV spaces are available on site for \$10 per night. Please contact Dawna Sims at painted7ranch@aol.com as space is limited.

Hotels: Green Tree Inn
7875 E Hwy 69
Prescott Valley, Az 86314
928-772-8600

Americans Best Value Inn
8383 E State Route 69
Prescott Valley, Az 86314
928-772-2200

Veterinarians: Kachina Animal Hospital 928-772-8225
12226 E Turquoise Circle
Dewey, Az 86327

MOST VERSATILE AUSSIE (Saturday Only)

Open to Australian Shepherds only. To be eligible for this award, the words "MOST VERSATILE AUSSIE" **must** be entered on the "Additional Class" line of the conformation, obedience, rally and working entry forms. A rosette will be given to all qualifiers for this award. A trophy and/or rosette will be offered to the winner of this award.

This award is based upon the dog's combined performance in all three areas of competition. To earn the Most Versatile Aussie Award, each entry must earn a score from the Conformation Evaluation and a qualifying score from a regular Stock Dog class, and a Performance Score. Ties for awarding the Most Versatile Aussie Award and placements will be broken using the highest Stock Dog score as calculated for MVA points. In case that a tie still exists, the dog with the highest conformation score as calculated for MVA points will win. If a tie still exists then both dogs will receive an award.

Conformation Evaluation – Must submit conformation entry form with MVA on it

1. One hundred points are available. The form and point schedule used will be provided to the evaluator. For MVA scoring, the total evaluation will be doubled to keep it weighted appropriately with other events.
2. This class will not be placed and no awards will be given. The score given by the evaluator will be used.
3. This class is open to spayed and neutered animals as well as intact animals.

Stock Dog – Please note on your StockDog entry form if you are competing in MVA

1. The dog will receive the Q points for all qualifying scores received in stock.
2. Score points will be tabulated by taking the dog's actual score and subtracting either 69(started) points or 88(open & advanced) points, to arrive at the number of points they earned above the necessary Q level. This will be tabulated for each qualifying score.
3. Points will be computed as follows:
Advanced = 50 points + score-88
Open = 35 = score-88
Started = 20 points + score-69

Performance Score

The dog must receive one MVA score from one of the two performance categories offered, obedience and rally. All performance scores will be calculated and tabulated as noted and will be included in the total MVA score for the dog.

OBEDIENCE - Please note on your Obedience entry form if you are competing in MVA

1. Score from a regular class will be used to compute MVA points. Scores from all C classes are included MVA competition.
2. Q points will be awarded to the dog for a qualifying score. If the dog is competing in Utility and Open, the second qualifying run will be awarded Score points only.
3. Score points will be awarded to the dog by subtracting 170 from the actual score the dog received in competition. The difference will be the score points awarded to the dog.
4. Points will be computed as follows for the first Qualifying score. If the dog is competing in both Utility and Open, only score points are awarded for the second Qualifying score in Obedience
Utility = 70 Q points + Actual score – 170 pts
Open = 55 Q points + actual score -170 pts
Novice = 40 Q points + Actual score – 170 pts

RALLY - Please note on your rally entry form if you are competing in MVA

1. Scores from A or B Advanced, Excellent or Masters class will be used to compute MVA points. Scores from Novice and C classes are eligible for MVA competition.
2. Q points will be awarded to the dog for a qualifying score. If the dog is competing in Masters and Excellent, the second qualifying run will be awarded score points only.
3. Score points will be awarded to the dog by subtracting 170 from the actual score the dog received in the competition. The difference will be the score points awarded to the dog.
4. Points will be computed as follows for the first qualifying score. If the dog is competing in both Masters and Excellent, only score points are awarded for the second Qualifying score in Rally.
 1. Masters = 50 Q points + Actual score – 170 pts
 2. Excellent = 35 Q points + Actual score – 170 pts
 3. Advanced = 20 Q points + Actual score – 170 pts

Bitches in season entered in Versatility must be accommodated in the Rally trial and will run last at the end of the day. Qualifying scores received will count for Versatility only.

See ASC of AZ website for Fliers and information for the Conformation shows, Rally trials & Obedience Trials.

<http://www.ascfaz.net/Home.html>

Directions to **NEW** Facility: **14352 E. State Route 169**

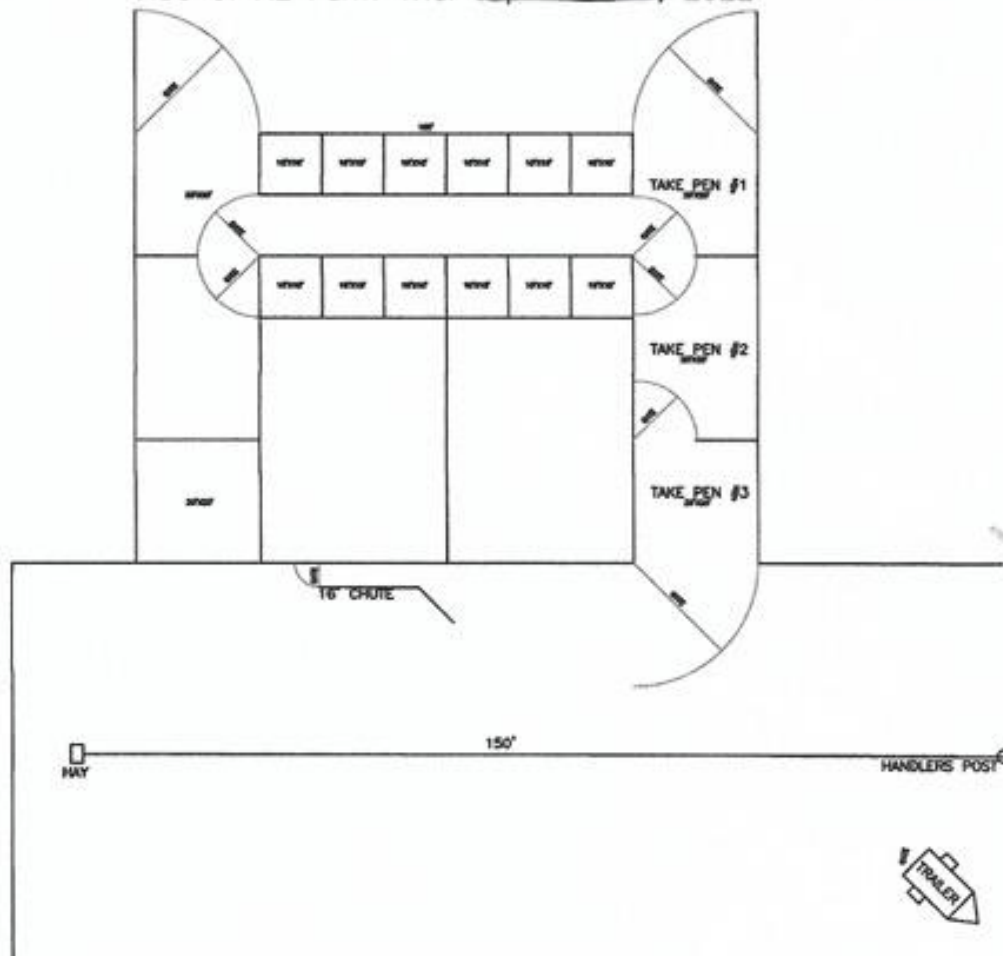
From Flagstaff: South on I-17 to exit 278 (State Route 169). Turn right onto SR 169 toward Prescott. Approximately 13 miles turn right onto South Wind River Dr (Across from Faith Assembly of God Church). Turn Left on Leona Ln. Turn Rt onto Grant. Approximately .1 mile turn left into facility (first dirt road on left).

From Phoenix: North on I-17 to exit 262 (SR 69) N toward Prescott. Approximately 18 miles turn right onto SR 169. Approximately 1.8 miles turn left onto South Wind River Dr (at Faith Assembly of God Church) Turn left on Leona Ln. Turn right onto Grant. Approximately .1 mile turn left into facility (first dirt road on left)

ARE YOU ENTERED IN MVA? YES or NO

Sheep #1

ASC of AZ Farm Trial ~~September 2002~~

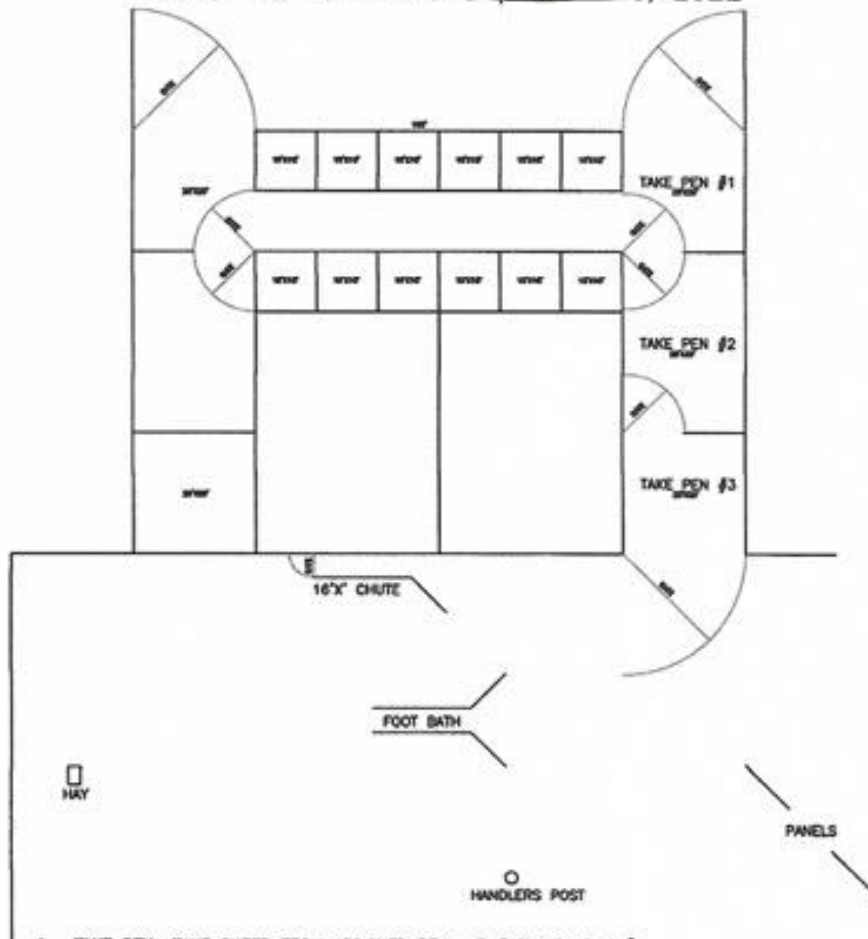


1. **TAKE PEN**- TAKE SHEEP FROM ASSIGNED PEN AND PUT INTO PEN #1
Starts when Gate Opens on original Pen and Ends when Gate Closed. (5 pts)
2. **TAKE PEN**- TAKE SHEEP FROM TAKE PEN #1 INTO PEN #2
Starts when Gate to Pen #1 Opens, Ends when Gate to Pen #2 is closed. (5 pts)
3. **SORT**- SORT 3 SHEEP INTO PEN #3. ADD REMAINING SHEEP TO PEN #3
ADVANCED: SORT 3 OF ONE COLOR-HANDLER MUST HOLD GATE
OPEN: SORT 2 MARKED SHEEP AND ONE OTHER. HANDLER MAY MOVE ANYWHERE.
Starts when Gate to Pen #3 Opens, Ends when all Pen #3 Gate Closed. (25 pts)
4. **TAKE PEN**- TAKE SHEEP FROM PEN #3 INTO FIELD.
Starts when Gate to Pen #3 Opens, Ends when Gate to Pen #3 Closed. (5 pts)
5. **CHUTE**-PUT SHEEP INTO CHUTE. DOG HOLDS WHILE HANDLER SPRAYS AND RELEASES.
Starts when Pen #3 Closes, Ends when last sheep Exits Chute. (20 pts)
ADVANCED: HANDLERS MUST STAY BY GATE UNTIL SHEEP ARE AT THE OPENING OF THE CHUTE.
OPEN: OPEN HANDLERS MY MOVE ANYWHERE
6. **ADDITIONAL**- TAKE SHEEP TO HAY IN FIELD, DOG HOLDS SHEEP ON HAY UNTIL JUDGE CALLS HOLD.
Starts when Chute is completed, Ends when HOLD is called. (20 pts)
7. **GATHER**- CALL DOG OFF AND GO TO HANDLERS POST.
ADVANCED: HANDLER MUST SEND DOG FROM SIDE
OPEN: DOG STAYS AT POST, HANDLER MAY GO HALFWAY TO SHEEP.
Starts when dog is Called Off, Ends when sheep are brought to Handlers Post. (20 pts)
8. **ADDITIONAL**- TAKE SHEEP COUNTERCLOCKWISE AROUND POST, LOAD INTO TRAILER & UNLOAD SHEEP AND THEN DRIVE/FETCH SHEEP AND PUT SHEEP INTO PEN #3.
Starts when Gather is Complete, Ends when Field Gate to Pen #3 Closed (20 pts)
12. **TAKE PEN**- TAKE SHEEP FROM PEN #3 INTO PEN #2 (TAKE PEN) INTO PEN #1 AND BACK INTO ORIGINAL PEN.
Starts when FIELD Gate to Pen #3 is Closed, Ends when all sheep are back in their Original Pen. (10 pts)

TIME ALLOTTED: 20 MINUTES WITH A 10 MINUTE WARNING
TIE BREAKER: #3 SORT #8 TRAILER #7 GATHER

Sheep #2

ASC of AZ Farm Trial ~~XXXXXXXXXX~~

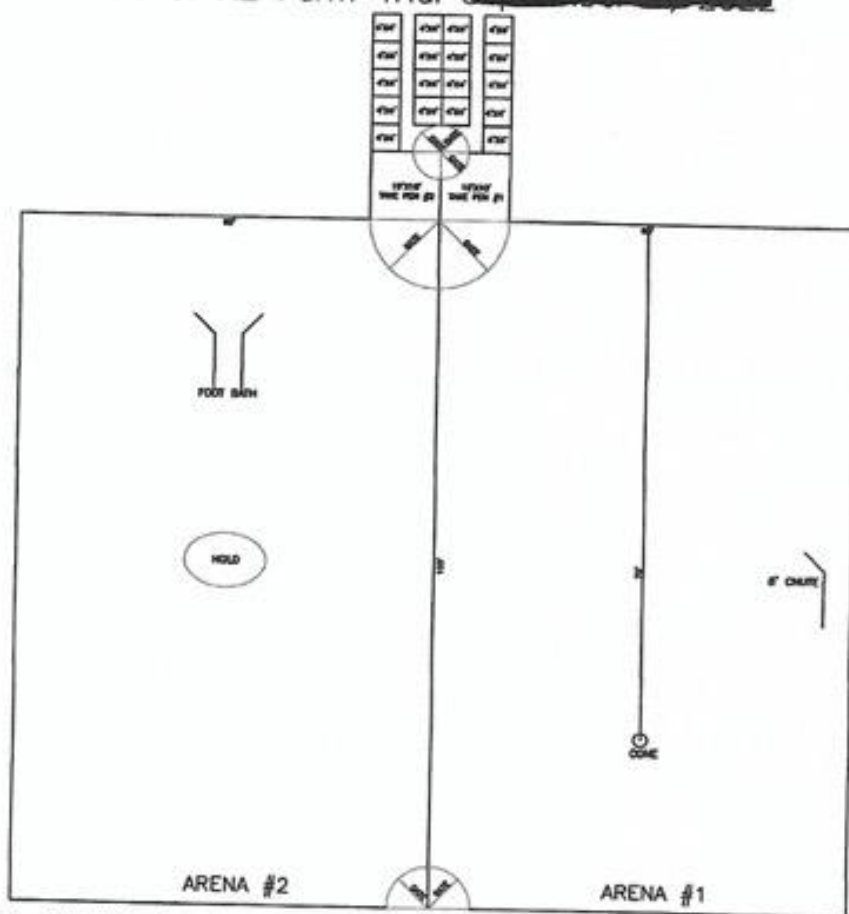


1. **TAKE PEN**— TAKE SHEEP FROM ASSIGNED PEN AND PUT INTO PEN #1
Starts when Gate Opens on original Pen and Ends when Gate closed. (5 pts)
2. **TAKE PEN**— TAKE SHEEP FROM TAKE PEN #1 INTO PEN #2
Starts when Gate to Pen #1 Opens, Ends when Gate to Pen #2 Closed. (5 pts)
3. **SORT**— SORT 3 SHEEP INTO PEN #3. ADD REMAINING SHEEP TO PEN #3
ADVANCED: SORT 3 OF ONE COLOR—HANDLER MUST HOLD GATE
OPEN: SORT 2 MARKED SHEEP AND ONE OTHER. HANDLER MAY MOVE ANYWHERE.
Starts when Gate to Pen #3 Opens, Ends when all Pen #3 Gate Closed. (25 pts)
4. **TAKE PEN**— TAKE SHEEP FROM PEN #3 INTO FIELD.
Starts when Gate to Pen #3 Opens, Ends when Gate to Pen #3 Closed. (5 pts)
5. **CHUTE**— PUT SHEEP INTO CHUTE, DOG HOLDS WHILE HANDLER SPAYS AND RELEASES.
Starts when Pen #3 Closes, Ends when last sheep Exits Chute. (20 pts)
6. **GATHER**— DRIVE/FETCH SHEEP TO HAY, CALL DOG OFF AND GO TO HANDLERS POST.
ADVANCED: HANDLER MUST SEND DOG FROM SIDE
OPEN: DOG STAYS AT POST, HANDLER MAY GO HALFWAY TO SHEEP.
Starts when Chute is Completed, Ends when sheep are brought to Handlers Post. (20 pts)
7. **ADDITIONAL**— DRIVE/FETCH SHEEP THROUGH PANELS, HANDLER MAY NOT WALK THROUGH PANELS.
ADVANCED: HANDLER DRIVES FROM HANDLERS POST
OPEN: HANDLER MAY FETCH TO PANELS, BUT CAN NOT WALK THROUGH PANELS.
Starts when Gather is Complete, Ends when sheep make it to Footbath (20 pts)
8. **ADDITIONAL**— MAY DRIVE/FETCH SHEEP TO FOOTBATH AND BACK TO PEN #3
ADVANCED: HANDLER MUST STAY BEHIND THE WING OF FOOTBATH UNTIL SHEEP HAVE EXITS
OPEN: HANDLER MAY MOVE ANYWHERE, BUT MAY NOT ENTER FOOTBATH
Starts when sheep make it to Footbath, Ends when Pen #3 Gate is Closed (20 PTS)
12. **TAKE PEN**— TAKE SHEEP FROM PEN #3 INTO PEN #2 THROUGH PEN #2, INTO PEN #1 AND BACK INTO ORIGINAL PEN.
Starts when Gate to Pen #2 is Opened, Ends when all sheep are back in their Original Pen. (10 pts)

TIME ALLOTTED: 20 MINUTES WITH A 10 MINUTE WARNING
TIE BREAKER: #3 SORT #7 PANELS #6 GATHER

Geese #1

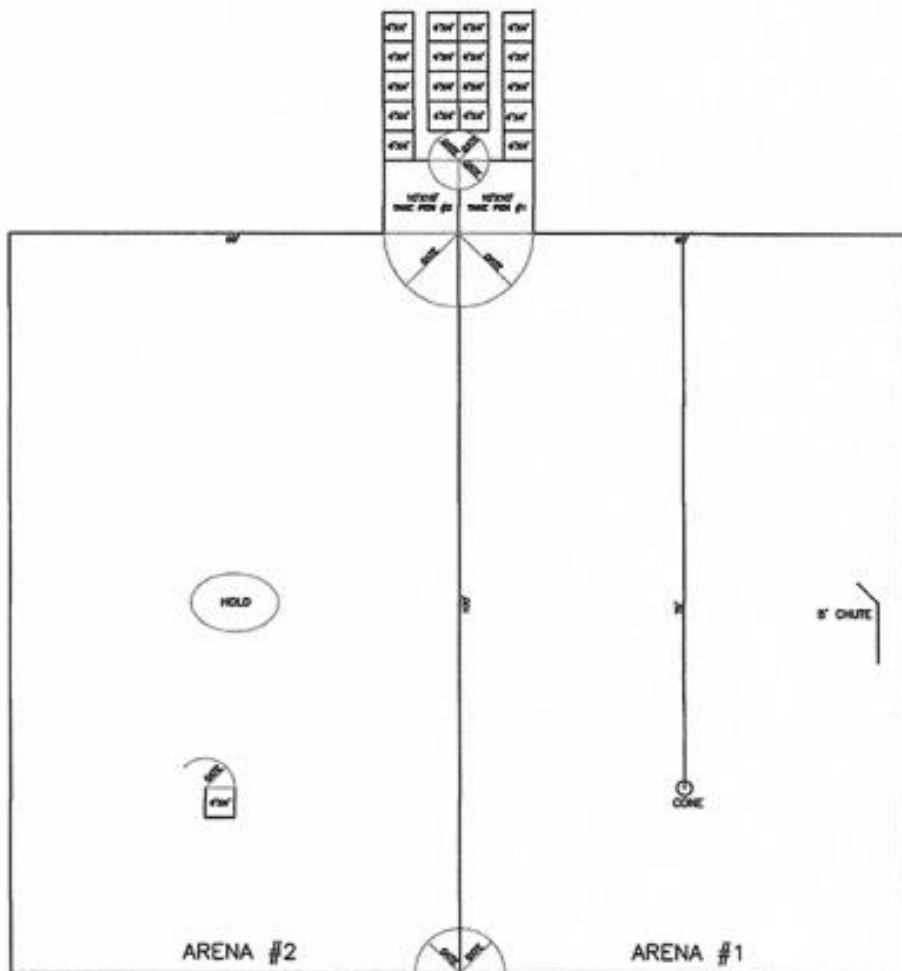
ASC of AZ Farm Trial



1. **TAKE PEN- TAKE 5 GEESE FROM PEN #1 AND LEAVE IN ARENA #1.**
Starts when Pen #1 is Open, Ends when Pen #1 Gate closed. (10 pts)
2. **GATHER- LEAVE GEESE, CALL OFF DOG, HANDLER AND DOG GO TO CONE.**
ADVANCED: HANDLER MUST SEND DOG FROM SIDE
OPEN: DOG STAYS AT CONE. HANDLER MAY GO HALFWAY TO GEESE.
Starts when dog is Called Off, Ends when geese are brought to Cone. (20 pts)
3. **CHUTE- GEESE GO COUNTERCLOCKWISE AROUND CONE AND DRIVE/FETCH INTO CHUTE.**
ADVANCED: Handler stays at Cone until geese are at Chute.
OPEN: Handler may move anywhere.
Starts when geese get to Cone, Ends when last head is through Chute. (20 pts)
4. **SORT- FETCH/DRIVE GEESE BACK TO PEN #1. SORT 3 IN, PUT OTHER 2 IN.**
ADVANCED: HANDLER SORT 3 MARKED GEESE IN, MUST HOLD GATE.
OPEN: HANDLER SORT ANY 3, MAY MOVE ANYWHERE.
Starts when last head Exits Chute, Ends when Pen #1 Gate Closed. (25 pts)
5. **TAKE PEN- TAKE GEESE FROM PEN #1 TO PEN #2.**
Starts when Gate Opens, Ends when Gate Closed. (5 pts)
6. **TAKE PEN- TAKE GEESE FROM PEN #2 INTO ARENA #2.**
Starts when Gate Opens, Ends when Gate Closes. (5 pts)
7. **ADDITIONAL- FETCH/DRIVE GEESE TO AND THROUGH FOOTBATH.**
Starts when Pen #2 Gate Closed, End Last Head Goes Through Footbath. (20 pts)
8. **ADDITIONAL- TAKE GEESE TO HOLD AREA AND DO A HOLD,**
TAKE GEESE BACK TO PEN #2.
Starts when LAST HEAD EXITS FOOTBATH and Ends when Take Pen #2 Closed. (20 pts)
9. **TAKE PEN- TAKE GEESE FROM PEN #2 TO PEN #1.**
Starts when Gate is Open, Ends when Gate Closed. (5pts)

TIME ALLOTTED: 20 MINUTES WITH A 10 MINUTE WARNING
TIE BREAKER: #8 HOLD #7 FOOTBATH #4 SORT

Geese #2



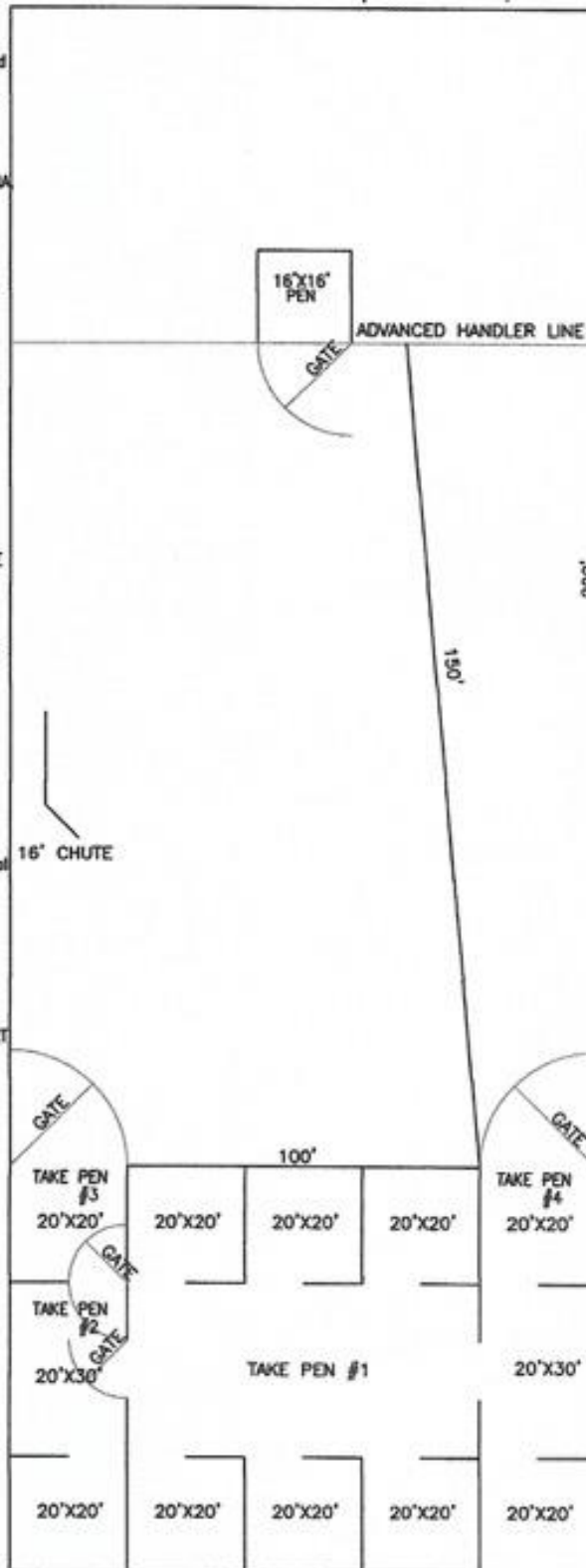
1. **TAKE PEN**— TAKE 5 GEESE FROM PEN #1 AND LEAVE IN ARENA #1.
Starts when Take Pen #1 is Open, Ends when Take Pen #1 Gate Closed. **(10 pts)**
2. **GATHER**— LEAVE GEESE, CALL OFF DOG, HANDLER AND DOG GO TO CONE.
ADVANCED: HANDLER MUST SEND DOG FROM SIDE
OPEN: DOG STAYS AT CONE. HANDLER MAY GO HALFWAY TO GEESE.
Starts when dog is Called Off, Ends when geese are brought to Cone. **(20 pts)**
3. **CHUTE**— GEESE GO COUNTERCLOCKWISE AROUND CONE AND DRIVE/FETCH INTO CHUTE.
ADVANCED: Handler stays at Cone until geese are at Chute.
OPEN: Handler may move anywhere.
Starts when geese get to Cone, Ends when last head is through Chute. **(20 pts)**
4. **SORT**— FETCH/DRIVE GEESE BACK TO PEN #1. SORT 3 IN, PUT OTHER 2 IN.
ADVANCED: HANDLER SORT 3 MARKED GEESE IN, MUST HOLD GATE.
OPEN: HANDLER SORT ANY 3, MAY MOVE ANYWHERE.
Starts when last head exits Chute, Ends when Pen #1 Gate Closed. **(25 pts)**
5. **TAKE PEN**— TAKE GEESE FROM PEN #1 TO PEN #2.
Starts when Gate Opens, Ends when Gate Closed. **(5 pts)**
6. **TAKE PEN**— TAKE GEESE FROM PEN #2 INTO ARENA #2.
Starts when Gate Opens, Ends when Gate Closed. **(5 pts)**
7. **ADDITIONAL**— FETCH/DRIVE GEESE TO CENTER PEN, PUT ALL GEESE IN CENTER PEN
Starts when Pen #2 Gate Closed, End when Gate to Center Pen is Closed. **(20 pts)**
8. **ADDITIONAL**— TAKE GEESE TO HOLD AREA AND DO A HOLD, TAKE GEESE BACK TO PEN #2.
Starts when Center Pen and Ends when Pen #2 is Closed. **(20 pts)**
9. **TAKE PEN**— TAKE GEESE FROM PEN #2 TO PEN #1.
Starts when Gate is Open, Ends when Gate Closed. **(5pts)**

Cattle #1

1. **TAKE PEN- TAKE 5 COWS FROM ASSIGNED PEN THROUGH PEN #1 AND PUT INTO PEN#2**
Starts when Gate Opens on original Pen is Closed and Ends when Pen #2 Gate is Closed. (5 pts)
2. **TAKE PEN- TAKE COWS FROM PEN #2, INTO PEN #3.**
Starts when Gate to Pen #2 Opens, Ends when Gate to Pen #3 Closed. (5 pts)
3. **TAKE PEN- TAKE COWS FROM PEN #3 INTO ARENA**
Starts when Gate to Pen #3 Opens, Ends when Gate to Pen #3 is Closed. (5 pts)
GATHER- LEAVE COWS AT END OF ARENA, CALL DOG OFF AND GO TO CENTER PEN
ADVANCED: HANDLER MUST SEND DOG FROM SIDE OPEN: DOG STAYS AT CENTER PEN, HANDLER MAY GO HALFWAY TO COWS.
Starts when Pen #3 Closed, Ends when cows Enter into Chute. (20 pts)
4. **CHUTE-PUT COWS THROUGH CHUTE, HANDLER CALLS OUT 3 EAR TAG NUMBERS.**
Starts when cows Enter Chute, Ends when last head Exits Chute. (20 pts)
5. **ADDITIONAL- TAKE COWS FROM CHUTE AND PUT INTO CENTER PEN**
Starts when cows Exit Chute, Ends when Center Pen Gate is closed. (20 pts)
6. **ADDITIONAL- TAKE COWS OUT OF CENTER PEN DRIVE/FETCH COWS INTO PEN #4, LEAVE GATE OPEN. DOG HOLDS COWS IN PEN #4 UNTIL JUDGE CALLS HOLD.**
ADVANCED: HANDLER MUST STAY AT ADVANCED HANDLER LINE.
OPEN: HANDLER MAY BE ANYWHERE.
Starts when Center Pen Gate is closed and Ends when Judge Calls HOLD. (20 pts)
7. **TAKE PEN- TAKE COWS FROM PEN #4 AND PUT INTO PEN #3.**
Starts when Judge Calls HOLD and Ends when Gate to Pen #3 closed. (5 pts)
8. **SORT- TAKE COWS FROM PEN #3 TO PEN #2. SORT 3 COWS FROM PEN #2 TO PEN #1. PUT REMAINING 2 COWS IN.**
ADVANCED: HANDLER SORT 3 MARKED OPEN: HANDLER SORT ANY 3.
Starts when Gate to Pen #3 Opens, Ends when all cows are in Pen #1. (25 pts)
9. **PEN- PUT COWS FROM PEN #1 INTO ORIGINAL PEN.**
Starts when sort Ends, Ends when Original Pen Gate is Closed. (5 pts)

TIME ALLOTTED: 20 MINUTES WITH A 10 MINUTE WARNING

TIE BREAKER: #6 CENTER PEN #5 CHUTE #9 SORT



Cattle #2

ASC of AZ Farm Trial

1. **TAKE PEN-** TAKE 5 COWS FROM ASSIGNED PEN THROUGH PEN #1 AND PUT INTO PEN #2
Starts when Gate Opens on Original Pen and Ends when Pen #2 Gate is Closed. (5 pts)
2. **TAKE PEN-** TAKE COWS FROM PEN #2 AND INTO PEN #3.
Starts when Gate to Pen #2 Opens, Ends when Gate to Pen #3 Closed. (5 pts)
3. **TAKE PEN-** TAKE COWS FROM PEN #3 INTO ARENA
Starts when Gate to Pen #3 Opens, Ends when Gate to Pen #3 Closed. (5 pts)
4. **GATHER-** LEAVE COWS AT END OF ARENA, CALL DOG OFF AND GO TO CHUTE
ADVANCED: HANDLER MUST SEND DOG FROM SIDE OPEN: DOG STAYS AT CHUTE, HANDLER MAY GO HALFWAY TO COWS.
Starts when Pen #3 Closed, Ends when cows Enter into Chute. (20 pts)
5. **CHUTE-** PUT COWS THROUGH CHUTE, HANDLER CALLS OUT 3 EAR TAG NUMBERS.
Starts when cows Enter into Chute, Ends when last head Exits Chute. (20 pts)
6. **ADDITIONAL-** TAKE COWS FROM CHUTE AND DRIVE/FETCH TO AND THROUGH Z OBSTACLE.
ADVANCED: HANDLER MUST STAY BEHIND ADVANCED HANDLERS LINE UNTIL LAST HEAD EXITS THE CHUTE
OPEN: MAY MOVE ANYWHERE, BUT NOT THROUGH THE OBSTACLE.
Starts when cows Exit Chute, Ends when last head Exits the Z Obstacle (20 pts)
7. **ADDITIONAL-** FETCH/DRIVE COWS TO CENTER OF ARENA, DO A HOLD, PUT COWS INTO PEN #3
Starts when cows Exit Z Obstacle, Ends when Pen #3 Gate is Closed. (20 pts)
8. **TAKE PEN-** TAKE COWS FROM PEN #3 PUT INTO PEN #2.
Starts when Gate is Opened, Ends when Gate is Closed. (5 pts)
9. **SORT-** SORT 3 COWS FROM PEN #2 TO PEN #1. PUT REMAINING 2 COWS IN.
ADVANCED: HANDLER SORT 3 MARKED
OPEN: HANDLER SORT ANY 3.
Starts when Gate to Pen #3 Opens, Ends when all cows are in Pen #1. (25 pts)
10. **PEN-** PUT COWS FROM PEN #1 INTO ORIGINAL PENS.
Start when sort Ends, Ends when Original Pen Gate is Closed. (5 pts)

TIME ALLOTTED: 20 MINUTES WITH A 10 MINUTE WARNING
TIE BREAKER: #7 HOLD #6 Z CHUTE #9 SORT

