

# ASC of AZ

## Working Trial

### Fall 2023

ASCA Sanction Pending

### RANCH TRIAL

Sept 5, 2023

### MIXED FLOCK FARM (Sheep/Cattle)

Sept 5, 2023

### FARM TRIAL

Sept 6th & 7th, 2023

### 6 ARENA TRIALS (AM/PM)

Sept 8th, 9th & 10th, 2023

**Tuesday Ranch Trial 12 Cattle 16 Sheep**  
**Mixed Flock Trial 15 runs (approx.) Cattle/Sheep**  
**Wednesday & Thursday Farm Trial 28 Sheep/28 Geese/24 Cattle**  
**Friday (Trial #1 Trial #2) Course G - All Stock**  
**Saturday (Trial #3 Trial #4) Course G - All Stock**  
**Sunday (Trial #5 Trial #6) Course B - All Stock**  
**50 Sheep/ 50 Cattle /50 Geese**

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

*No set out dog for ranch or farm trials*

**Dates/Times:** All Handlers Meetings will start at 8:00am each day  
DAY OF TRIAL ENTRIES: 7:00 am

**Location:** Mike and Dawna Sims  
14352 E. State Route 169  
Dewey, AZ 86327

	Jan Wesen	Rachel Vest	Devona Myrick
Tuesday/Mixed Flock	Sheep	Cattle/Mixed Flock	
Wednesday	Cattle	Sheep	Geese
Thursday	Geese	Cattle	Sheep
Friday	Sheep/Cattle	Geese/Sheep	Cattle/Geese
Saturday	Cattle/Geese	Sheep/Cattle	Geese/Sheep
Sunday	Geese/Sheep	Cattle/Geese	Sheep/Cattle

**Ranch & Farm 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
Pre-Entry Mixed Flock	\$65	Day of Trial	\$70.00

**Mixed Flock**

*Package price does not apply to Ranch or Farm Trial*

**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

*Pre-Entry package per trial: \$155.00 (same dog)*

Make checks payable to: ASC of AZ (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 August 1, 2023. PRE-ENTRIES MUST BE POSTMARKED BY August 29, 2023** – 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.

**Daily Awards:**

Ribbons and/or awards will be given for 1<sup>st</sup> – 4<sup>th</sup> 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](mailto:Painted7ranch@aol.com)

Lisa Goss

623-326-8132

[lgossaz@hotmail.com](mailto: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 score each stock will have 3 tie breakers. Tie breakers are listed on each course map.

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: GEESE - \$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 with tie downs and foul weather gear.

**Food:** Lunches will only be provided to judges and workers.

**RV Parking:** Self Contained RV spaces are available on site for \$10 per night. Payment shall be submitted with entries. Please contact Dawna Sims at [painted7ranch@aol.com](mailto: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

## Directions to NEW Facility: **14352 E. State Route 169** (DO NOT USE GPS DIRECTION)

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)

## DONATIONS AND/OR SPONSORSHIP OF AWARDS:

*Special Awards: \$20 will co-sponsor any special daily award*

\_\_\_\_\_ *High Combined Aussie*

\_\_\_\_\_ *High Combined Other Breed*

\_\_\_\_\_ *High in Trial Aussie*

\_\_\_\_\_ *High in Trial Other Breed*

\_\_\_\_\_ *Most Promising Started Aussie*

\_\_\_\_\_ *Most Promising Started Other Breed*

\_\_\_\_\_ *High in Trial Champion of Record*

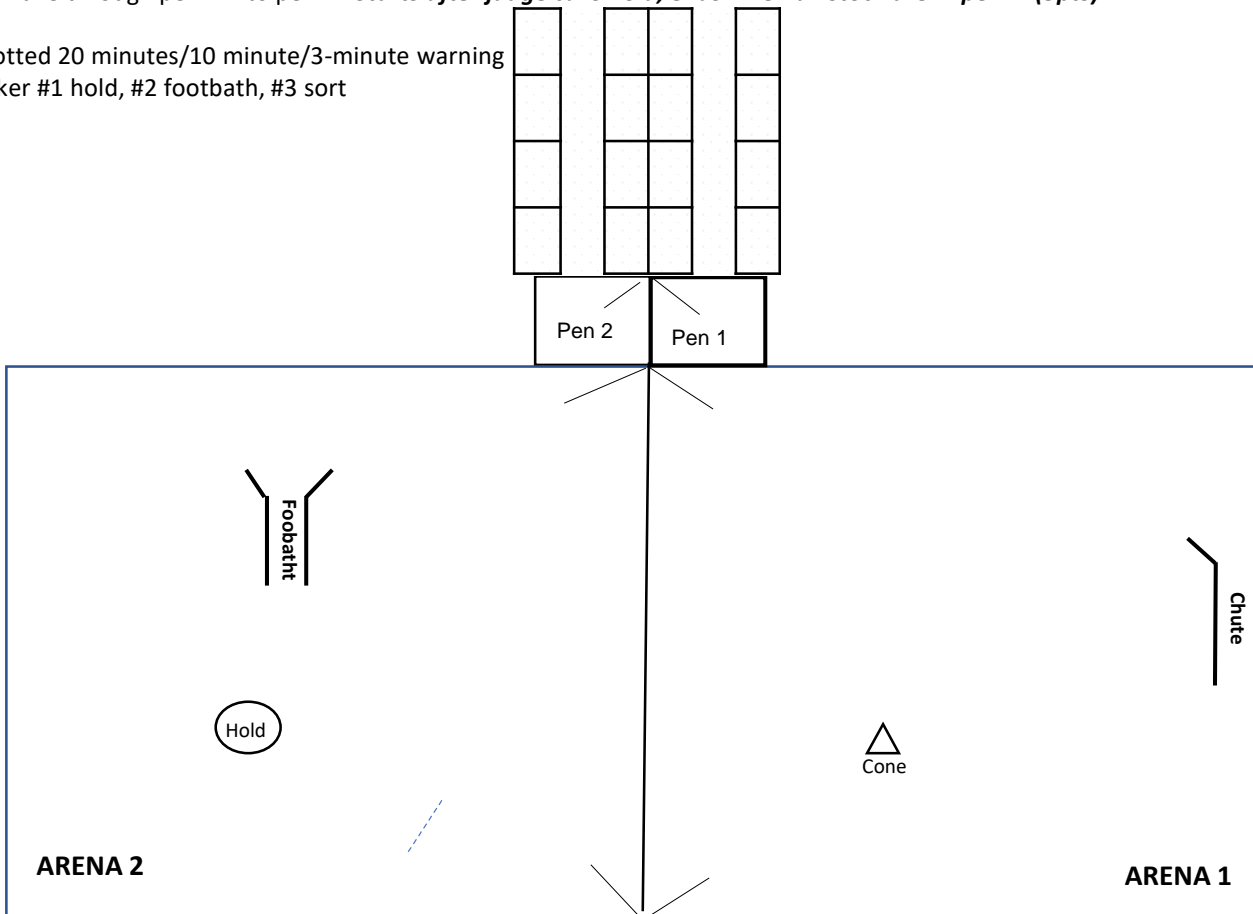
***Thank you for your donation or  
sponsorship toward this event.***

# ASC of AZ Farm Trial Map A

## Geese Course

1. **PEN**-Take 5 geese from pen 1 and leave in arena 1. *Starts when arena gate opens, ends when gate closed. (5pts)*
2. **GATHER**- Leave geese, call dog off, handler & dog go to cone. **Adv:** must send from side at cone. **Open:** dog at cone-handler ½ way. *Starts when arena gate closed, ends when stock brought to cone. (20pts)*
3. **CHUTE**-Geese counterclockwise around cone and drive/fetch into chute. **Adv:** Handler stays at cone until geese are at the wing area of the Chute. **Open:** Handler may move anywhere. *Starts when stock at cone, ends when last head exits chute. (20pts)*
4. **SORT**- Drive/fetch geese back to arena gate. Sort 3 head into pen 1, add remaining geese to pen. **Adv:** Sort 3 marked geese and must hold gate. **Open:** Sort 3 of any color and may move anywhere while sorting. *Starts when last head exits chute, ends when arena gate to pen 1 is closed. (25pts)*
5. **PEN**- Take geese from pen 1 to pen #2. *Starts when arena gate closed, ends when middle gate to pen 2 is closed. (5pts)*
6. **TAKE PEN**- Take geese from pen 2 into Arena 2. *Starts when arena gate opens, ends when all stock in arena & gate closed. (10pts)*
7. **FOOTBATH** –Drive/fetch geese to and through footbath. *Starts when arena gate closed, ends when last head exits footbath. (20pts)*
8. **HOLD** – Take geese to center of arena & wait for Judge to call hold. *Starts when last head exits footbath, ends when judge calls hold (20pts)*
9. **PEN**-Take through pen 2 into pen 1. *Starts after judge calls hold, ends when all stock are in pen 1. (5pts)*

Time allotted 20 minutes/10 minute/3-minute warning  
 Tie Breaker #1 hold, #2 footbath, #3 sort

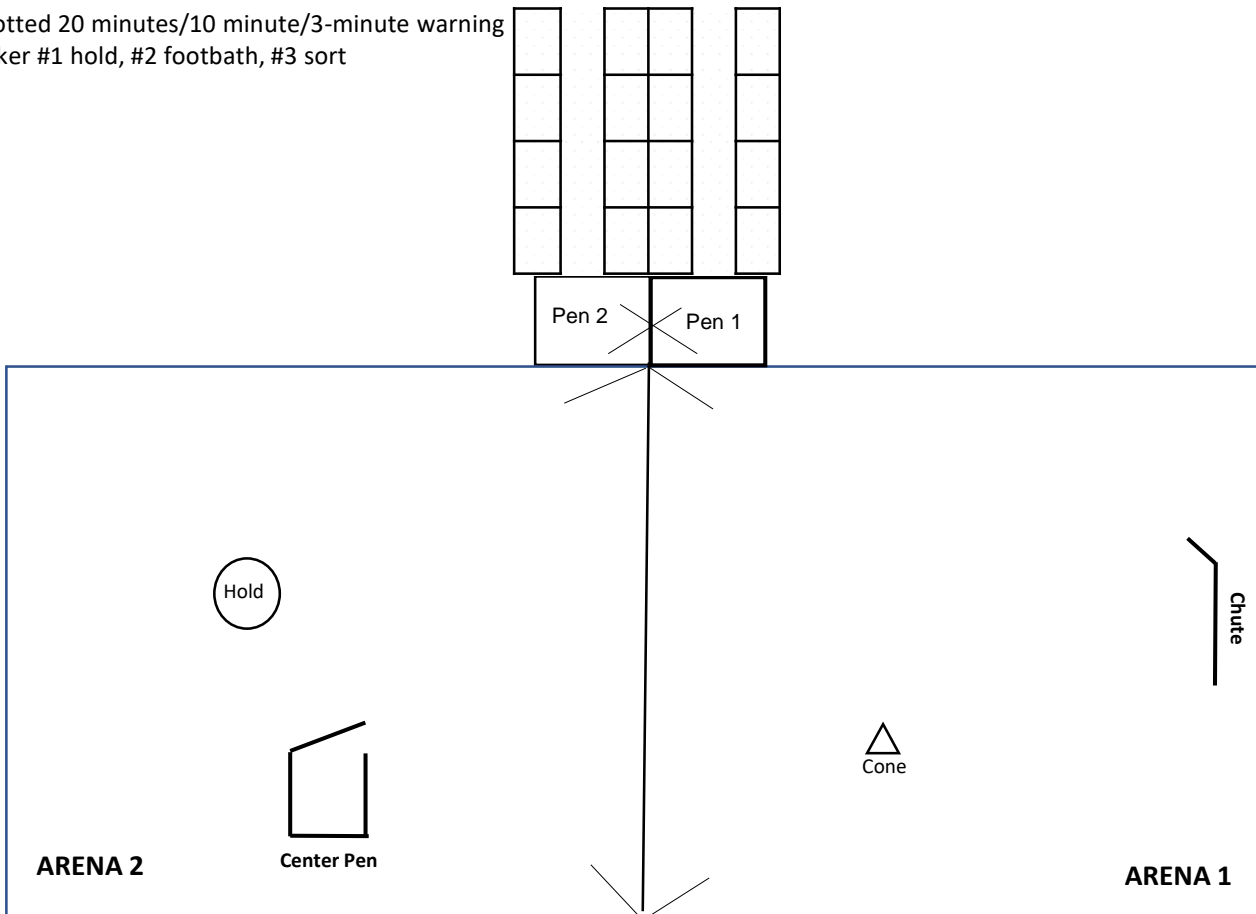


# ASC of AZ Farm Trial Map B

## Geese Course

1. **PEN**-Take 5 geese from pen 1 and leave in arena 1. *Starts when arena gate opens, ends when gate closed. (5pts)*
2. **GATHER**- Leave stock, call dog off, handler & dog go to cone. **Adv:** must send from side at cone. **Open:** dog at cone-handler ½ way. *Starts when arena gate closed, ends when stock brought to cone. (20pts)*
3. **CHUTE**-Geese counterclockwise around cone and drive/fetch into chute. **Adv:** Stays at cone until stock are at the wing area of the chute. **Open:** May move anywhere. *Starts when stock at cone, ends when last head exits chute. (20pts)*
4. **SORT**- Drive/fetch stock back to pen 1 gate. Sort 3 head in, add remaining stock to pen. **Adv:** Sort 3 marked geese and must hold gate. **Open:** Sort 3 of any color and may move anywhere while sorting. *Starts when last head exits chute, ends when arena gate to pen 1 is closed. (25pts)*
5. **PEN**- Take stock from Pen 1 to pen #2. *Starts when arena gate closed, ends when middle gate to pen 2 is closed. (5pts)*
6. **TAKE PEN**- Take stock from pen 2 into Arena 2. *Starts when arena gate opens, ends when all stock in arena & gate closed. (10pts)*
7. **CENTER PEN** -Drive/fetch stock to center pen, put stock in pen. *Starts when arena gate closed, ends when center pen gate closed (20pts)*
8. **HOLD** – Take geese to center of arena & wait for judge to call hold. *Starts when center pen gate opens, ends when judge calls hold (20pts)*
9. **PEN**-Take through pen 2 into pen 1. *Starts when judge calls hold, ends when all stock are in pen 1. (5pts)*

Time allotted 20 minutes/10 minute/3-minute warning  
 Tie Breaker #1 hold, #2 footbath, #3 sort



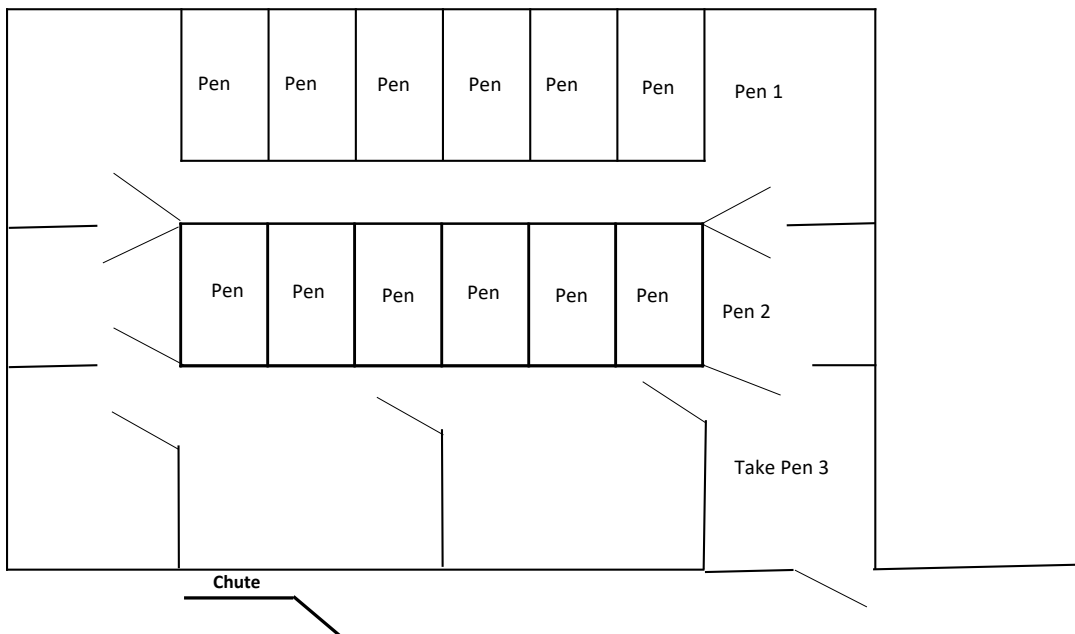
# ASC of AZ Farm Map A

## Sheep Course

1. **PEN**-Take 5 head from assigned pen and put into pen 1. *Starts when assigned pen gate opens, ends when pen 1 gate closed. (5pt)*
2. **PEN**- Take stock from pen 1 into pen 2. *Starts when gate to pen 1 opens, ends when gate to pen 2 is closed. (5pts)*
3. **SORT**- Sort 3 head into pen 3. Add remaining heads to pen 3. **Adv:** Sort 3 of one color-must hold gate. **Open:** Sort 2 marked & 1 other. May move anywhere. *Starts when gate to pen 2 opens, ends when all stock in pen 3 & gate closed. (25pts)*
4. **TAKE PEN**-Take stock from pen 3 into field. *Starts when field gate opens, ends when gate closed. (5pts)*
5. **CHUTE**-Put stock into chute, dog holds while handler sprinkles fairy dust and releases. **Adv:** Must stay by field gate until sheep are at the wing of chute. **Open:** May move anywhere. *Starts when field gate closes, ends when last head exits chute and gate to chute is closed. (20pts)*
6. **HOLD**-Take stock to hay in field-dog holds stock on hay until judge calls hold. *Starts when chute completed, ends when judge calls hold. (20pts)*
7. **GATHER**-Call dog off, go to handlers post. **Adv:** Send from side at post. **Open:** Dog at post-handler may go ½ way to stock. *Starts when dog called off, ends when stock brought to handler. (20pts)*
8. **TRAILER**-Take stock clockwise around post, load/unload into trailer. *Starts when gather completed, ends when all stock out of trailer & trailer door is closed. (20pts)*
9. **PEN**- Drive/fetch to pen 3, through pen 2, into pen 1 and back into original pen. *Starts when trailer completed, ends when all sheep in original pen. (10pts)*

**Time allotted 20 minutes/10 Minute Warning/3 minutes warning**

**Tie Breaker: #1 sort, #2 trailer, #3 gather**



Hay

Handlers Post

Field

Trailer

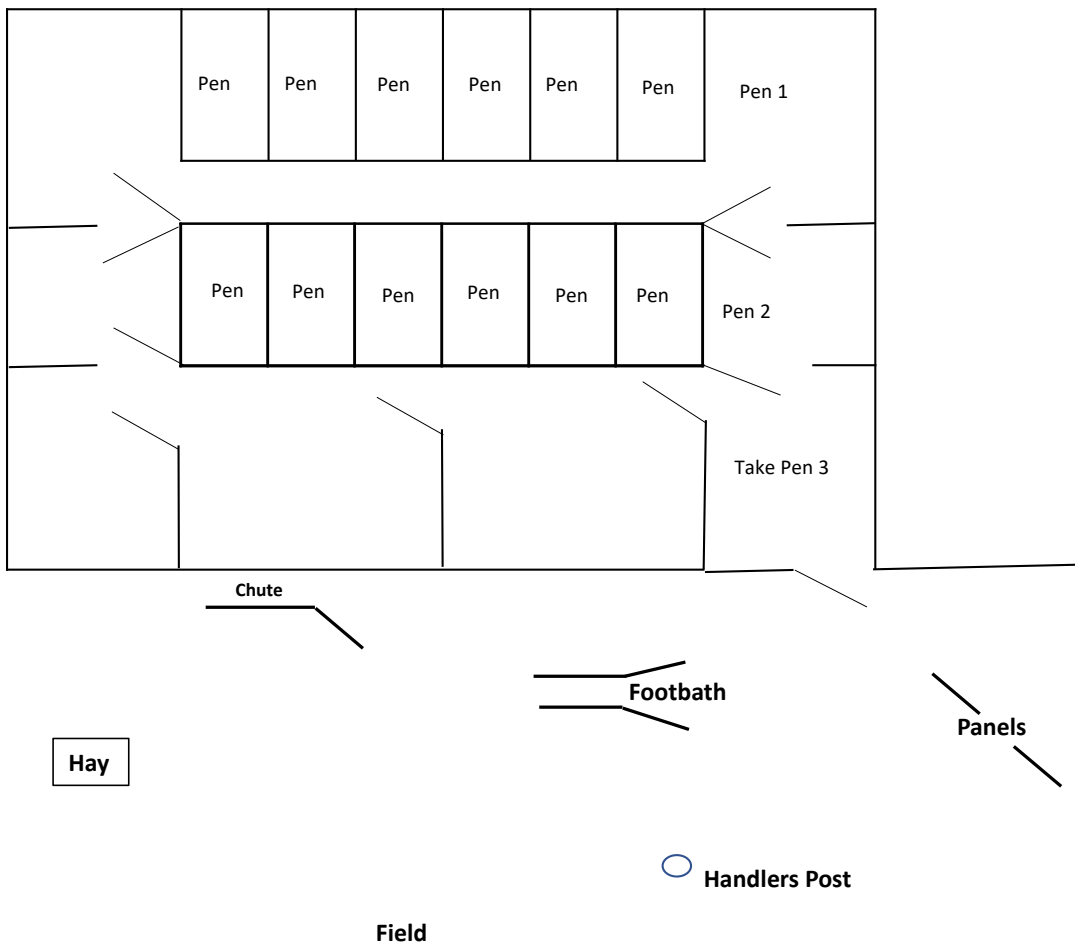
# ASC of AZ Farm Map B

## Sheep Course

1. **PEN**-Take 5 head from assigned pen and put into pen 1. *Starts when assigned pen gate opens, ends when pen 1 gate closed. (5pt)*
2. **PEN**- Take stock from pen 1 into pen 2. *Starts when gate to pen 1 opens, ends when gate to pen 2 is closed. (5pts)*
3. **SORT**- Sort 3 head into pen 3. Add remaining heads to pen 3. **Adv:** Sort 3 of one color- must hold gate. **Open:** Sort 2 marked & 1 other. May move anywhere. *Starts when gate to pen 2 opens, ends when all stock in pen 3 & gate closed. (25pts)*
4. **TAKE PEN**-Take stock from pen 3 into field. *Starts when field gate opens, ends when gate closed. (5pts)*
5. **CHUTE**-Put stock into chute, dog holds while handler sprinkles fairy dust and releases. *Starts when field gate closes, ends when last head exits chute and gate to chute is closes. (20pts)*
6. **GATHER**-Drive/fetch sheep to hay, call dog off & go to handlers post. **Adv:** Send dog from side at post. **Open:** Dog at post-handler may go ½ way to stock. *Starts when chute completed, ends when stock brought to handler. (20pts)*
7. **PANELS**-Drive/fetch stock through panels. **Adv:** Drives from cone. **Open:** May drive/fetch to panels but may not go through panels *Starts when stock brought to handler, ends when stock exit panels. (20pts)*
8. **FOOTBATH**- May drive/fetch to footbath. *Starts when stock exit panels, ends when all head exit footbath. (20pts)*
9. **PEN**- Drive/fetch to pen 3, through pen 2, into pen 1 and back into original pen. *Starts when footbath completed, ends when all sheep in original pens. (10pts)*

**Time allotted 20 minutes/10 Minute Warning/3 minutes warning**

**Tie Breaker: #1 sort, #2 panels, #3 gather**





# ASC of AZ Farm Map A Cattle Course

**1. PEN 1-** Take 5 head from assigned pen, through pen 1 and put in pen 2. *Starts when original pen gate opens, ends when all stock are in pen 2 & gate is closed. (5pts)*

**2. PEN 2-** Take stock from pen 2 into pen 3. *Starts when gate to pen 3 opens, ends when all stock are in pen 3 & gate is closed. (5pts)*

**3. PEN 3-** Take stock from pen 3 into arena. *Starts when arena gate opens, ends when all stock are in arena & gate is closed. (5pts)*

**4. GATHER-** Leave stock at end of arena, call dog off and go to chute: **Adv:** Sends from side. **Open:** Dog stays at chute-handler may go ½ way to cows. *Starts when arena gate closes, ends when cows are at wing of chute. (20pts)*

**5. CHUTE-** Put cows through chute, handler calls out 3 ear tag numbers. *Starts when stock are at wing of chute, ends when last head exits chute. (20pts)*

**6. CENTER PEN -** Take stock from chute and put into center pen. *Starts when last head exit chute, ends when center pen gate is closed. (20pts)*

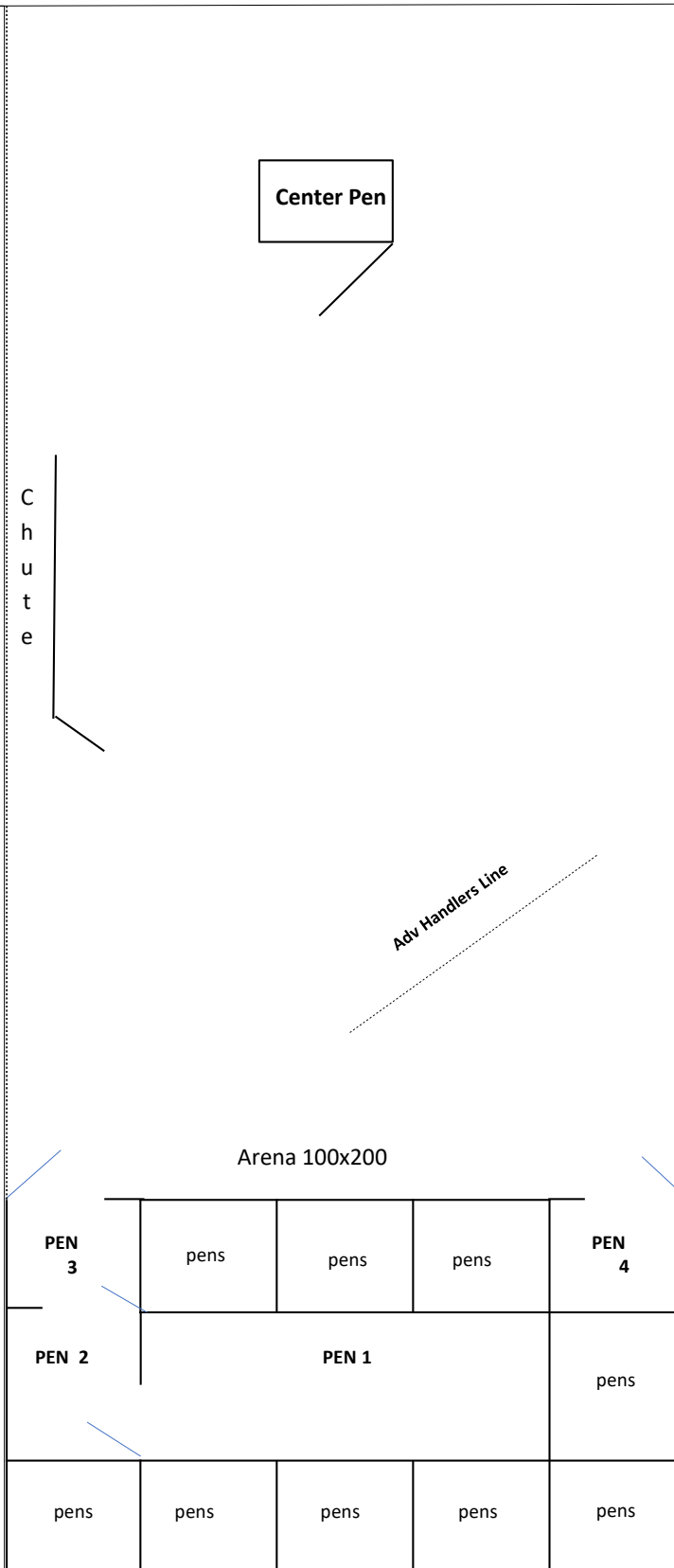
**7. HOLD-** Take stock out of center pen drive/fetch stock into pen 4, leave gate open. Dog holds stock in pen 4 until judge calls hold. **Adv:** Must stay at advanced handler line. **Open:** May go anywhere. *Starts when center pen gate opens, ends when judge calls hold. (20pts)*

**8. PEN –** Take stock from pen 4, through pen 3 into pen 2. *Starts after judge calls hold, ends when all stock in pen 2 and gate is closed. (10pts)*

**9. SORT –** Sort 3 head from pen 2 into pen 1. Put remaining 2 heads in pen 1. Put stock back into original pen. **Adv:** Sorts 3 marked. **Open:** Sorts any 3. *Starts when all stock in pen 2, ends when all stock back into original pen. (25pts)*

Time allotted 20 minutes/10 Minute Warning/3 minutes warning

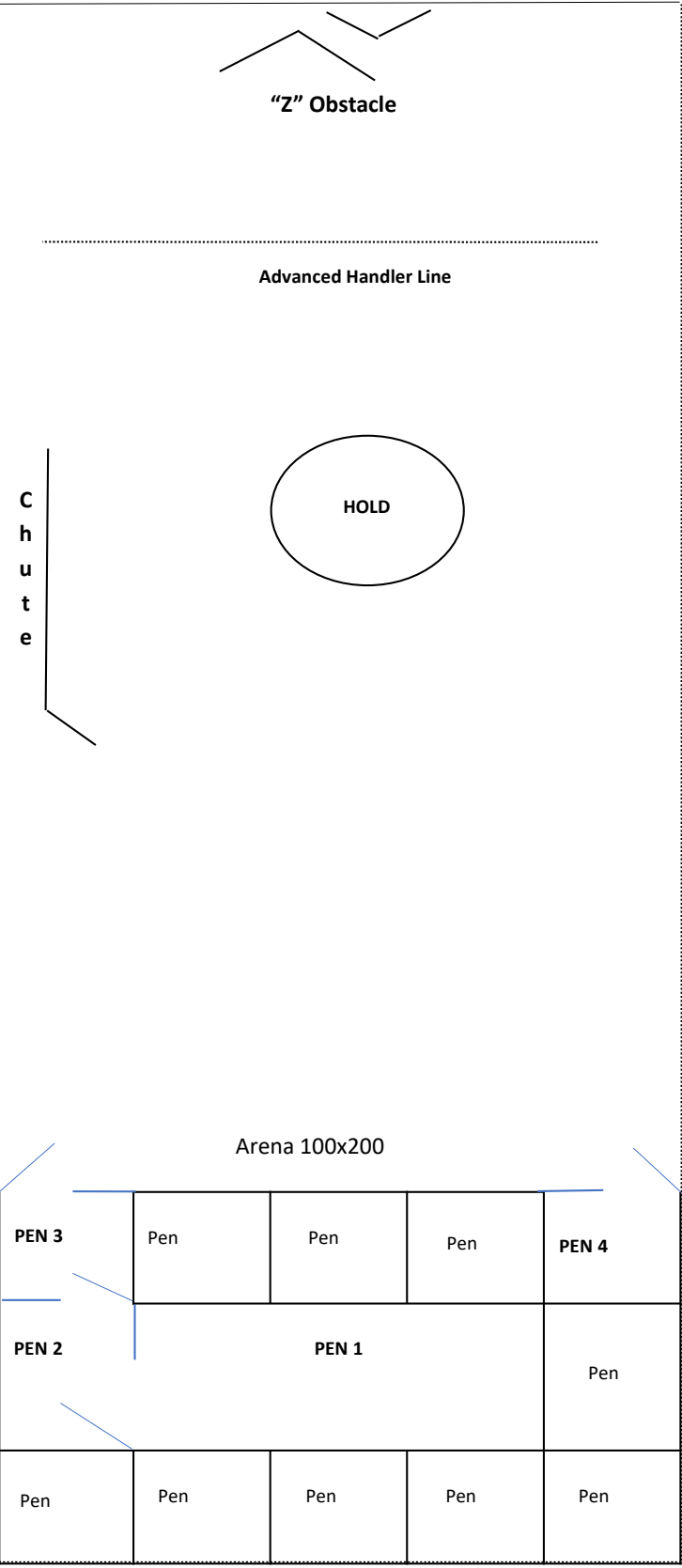
Tie Breaker: #1 Center Pen, #2 Chute, #3 Sort, #4 Time



# ASC of AZ Farm Map B

## Cattle Course

1. **PEN 1**-Take 5 head from assigned pen, through pen 1 and put in pen 2. *Starts when original pen gate opens, ends when all stock are in pen 2 & gate is closed. (5pts)*
2. **PEN 2**- Take stock from pen 2 into pen 3. *Starts when gate to pen 3 opens, ends when all stock are in pen 3 & gate is closed. (5pts)*
3. **PEN 3**- Take stock from pen 3 into arena. *Starts when arena gate opens, ends when all stock are in arena & gate is closed. (5pts)*
4. **GATHER**-Leave stock at end of arena, call dog off and go to chute: **Adv:** Sends from side. **Open:** Dog stays at chute-handler may go ½ way to stock. *Starts when arena gate closes, ends when stock are at wing of chute. (20pts)*
5. **CHUTE**- Put stock through chute, handler calls out 3 ear tag numbers. *Starts when stock are at wing of chute, ends when last head exits chute (20pts)*
6. **Z OBSTACLE** -Drive/fetch stock through Z obstacle. **Adv:** Must stay behind advanced handler line until last head exits obstacle. **Open:** May move anywhere, but not through obstacle. *Starts when last head exits chute, ends when last head exits "Z". (20pts)*
7. **HOLD**- Drive/fetch to center of arena, wait for judge to call hold. *Starts when last head exit "Z", ends when judge calls hold. (20pts)*
8. **PEN** – Put stock in pen 3 & put into pen 2. *Starts after judge calls hold, ends when all stock are in pen 2 & gate is closed. (10pts)*
9. **SORT** – Sort 3 head from pen 2 into pen 1. Put remaining 2 heads in pen 1. Put stock back into original pen. **Adv:** Sorts 3 marked. **Open:** Sorts any 3. *Starts when all stock in pen 2, ends when all stock back in original pen. (25pts)*



Time allotted 20 minutes/10 Minute  
Warning/3-minute warning

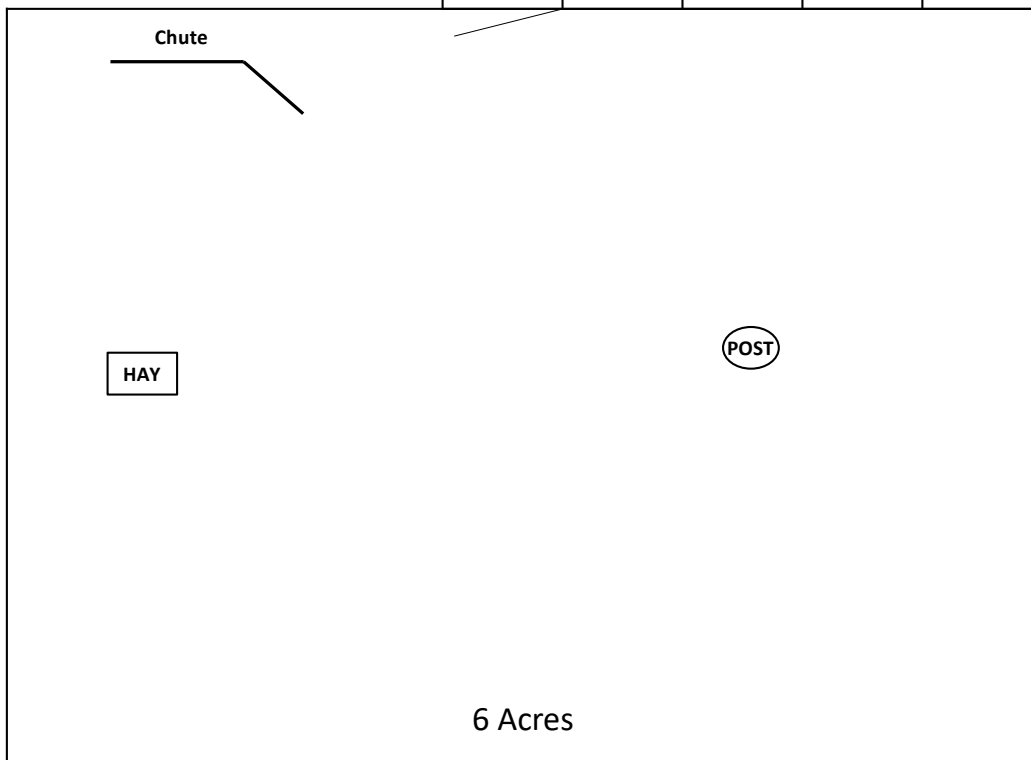
Tie Breaker: #1 Hold, #2 Z Chute, #3 Sort

# ASC of AZ Ranch Cattle Course

1. **PEN 1**-Take 5 head from first assigned pen, combine with 5 head from second assigned pen. Take 10 head into pasture.. *Starts when first assigned pen opens, ends when all stock in pasture & gate is closed. (10pts)*
2. **PASTURE**- Drive/fetch stock to chute. *Starts when pasture gate closed, ends when stock at wing of chute. (10pts)*
3. **CHUTE**- Drive/fetch stock through chute. *Starts when stock at wing of chute, ends when last head exits chute. (20pts)*
4. **PASTURE**- Drive/fetch stock to hold area. Call dog off and go to handlers post. *Starts when last head exits chute, ends when handler & dog at post. (10pts)*
5. **GATHER**- Send dog, gather to handler and put in pen 2. *Starts when handler sends dog, ends when stock in pen 2 and gate closed. (20pts)*
6. **SORT** –Sort 5 marked head into pen 1 and back into first original pen. *Starts when pen 2 gate opens, ends when first assigned pen gate closed. (20pts)*
7. **PEN**- Put remaining stock into second original pen. *Starts when pen 2 gate opens, ends when second assigned pen gate closed. (10pts)*

**Time allotted 20 minutes/10 Minute Warning/5 minutes warning**

pen	pen	pen	pen	pen
Pen 2	Pen 1			pen
pen 3	pen	pen	pen	pen

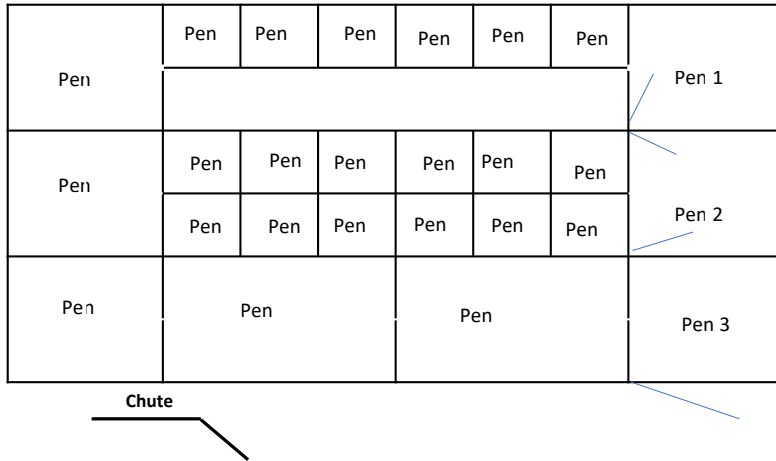


# ASC of AZ

## Ranch Sheep Course

1. **PEN**-Take 5 head from first assigned pen, combine with 5 head from second assigned pen. Take 10 sheep through pens 1, 2 and 3 into field. *Starts when first assigned gate opens, ends when field gate closes and all stock in field. (10pt)*
2. **PASTURE**- Drive/fetch stock to chute. *Starts when field gate closes, ends when stock at wing of chute. (10pts)*
3. **CHUTE**- Drive/fetch stock through chute. *Starts when stock at wing of chute, ends when all stock exit chute. (20pts)*
4. **PASTURE**-Drive/fetch stock to hold area. Call off and go to handler's post. *Starts when chute complete, ends when dog/handler at post. (10pts)*
5. **GATHER**-Send dog, gather to handler. Fetch to pen 2. *Starts when dog sent, ends pen 2 gate opens (20pts)*
6. **SORT**-Sort 5 marked head from pen 2 back into original pen. *Starts when 2 pen gate opens, ends when sorted stock are back in first original pen and gate closed. (20pts)*
7. **PEN**-Put remaining stock into original pen. *Starts when original pen gate closes, ends when remaining stock are back in second original pen and gate closed.*

**Time allotted 20 minutes/10 Minute Warning/5 minutes warning**



Hay

Handlers Post



6 acres

# ASC of AZ Farm Map-Dewey

## Sheep/Cattle Mixed Flock

1. **PEN**-Take 5 head of sheep from assigned pen and through pen 1 into pen 2.. *Starts when assigned pen gate opens, ends when all head are in pen 2. (5pt)*
2. **SORT**- Sort 3 head of sheep into pen 3. Add remaining heads to pen 3. **Adv:** Sort 3 of one color-must hold gate. **Open:** Sort 2 marked & 1 other-may move anywhere. *Starts when all heads are in pen 2, ends when all heads are in pen 3 & gate closed. (25pts)*
3. **CHUTE**-Take all sheep into pasture put into chute, dog holds while handler sprinkles fairy dust and releases. **Adv:** Must stay by field gate until sheep are at the wing of chute. **Open:** May move anywhere. *Starts when pen gate 3 closes, ends when last head exits chute and gate to chute is closed. (20pts)*
4. **PEN**- Drive/fetch to pasture gate, through pen 2, into pen 1 and back into original pen. *Starts when gate to chute is closed, ends when all head in original pen. (5pts)*
5. **PEN**- Take 5 head of cattle from assigned pen, through pen 1, pen 2, pen 3 and into arena. *Starts when assigned pen gate opens, ends when all head in arena & gate is closed. (10pts)*
6. **GATHER**- Call dog off and go to center pen. **Adv:** Sends from side at pen. **Open:** Dog at pen-handler may go ½ to stock. *Starts when gate closes, ends when stock brought to handler. (20pts)*
7. **CENTER PEN**- Put stock into center pen. *Starts when stock brought to handler, ends when center pen gate closes. (20pts)*
8. **HOLD**- Take stock out of center pen and into center of arena, do hold. *Starts when center pen opens, ends when judge calls hold. (20pts)*
9. **PEN**- Take stock back through pen 3, pen 2, pen 1 and into original pen. *Starts when judge calls hold, ends when all head back in original pen and gate is closed. (5pts)*

**Time allotted 20 minutes/10 Minute Warning/3 minutes warning**

**Tie Breaker: #1 gather, #2 hold , #3 sort**

