

September 30 – October 3, 2021
ASCA Sanction Pending
2 Farm Dog Trials (cattle/ducks/sheep/mixed)
4 Stock Dog Arena Trials (cattle/ducks/sheep)
Hardrock Farm
445 Shinall Gaines Rd NW Cartersville, GA 30121

Pre-Entries open 08/16/2021 and close 09/18/2021, Checks payable to GAASC Mail to GAASC Trial Secretary 445 Shinall Gaines Rd NW Cartersville, GA 30121

ON ALL DAYS Gates open at 7am. Handlers' meeting at 7:45am with trial starting immediately after. On Thurs and Friday, parking in lower pasture only. **Entry limits may be adjusted based on pre-entries.** 

Run orders will be drawn prior to the trial. Bitches in season run in draw order. Course Director: Cheryl Padgett hardrockaussies@yahoo.com 404.216.5152

Trial Secretary: Wendy Eldredge wigglywendy@yahoo.com 678.427.2713

Stock: mix breed Beef cattle at market value, mix breed Hair sheep \$300 and Call ducks \$25

Farm Dog Trials	Thursday judge Robert Myrick (GA) and Friday judge Carol Gerken (ID)			
Stock	Pre-entry	Day of	Head/Run	M
Cattle	\$60.00	\$70.00	ς	

Pre-entry	Day of	Head/Kun	- Maximum Runs
\$60.00	\$70.00	5	
\$40.00	\$50.00	5	combined
\$50.00	\$60.00	5	40 runs
\$60.00	\$70.00	5/5	per trial
\$195.00	N/A	•	1
	\$60.00 \$40.00 \$50.00 \$60.00	\$60.00 \$70.00 \$40.00 \$50.00 \$50.00 \$60.00 \$60.00 \$70.00	\$60.00 \$70.00 \$ \$40.00 \$50.00 \$ \$50.00 \$60.00 \$ \$60.00 \$70.00 5/5

Divisions offered: Open, Advanced, FEO

Awards: flat ribbons for qualifying and  $1^{st} - 4^{th}$ , rosettes for HiT Aussie, HiT Other Breed, rosette & award for HC each trial, rosette & award for new FTCH and new SDCH.

### **Arena Stockdog Trials**

'H' course counter-clockwise all stock on Saturday, 'E' course counter-clockwise all stock on Sunday judges Robert Myrick (GA) and Carol Gerken (ID)

Sat AM/Sun PM — Robert Myrick judges cattle and sheep, Carol Gerken judges ducks Sat PM/Sun AM — Carol Gerken judges cattle and sheep, Robert Myrick judges ducks

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Stock	Pre-entry	Day of	Head/Run	Runs Available
Cattle	\$55.00	\$65.00	3-5	combined
Ducks	\$35.00	\$45.00	5	50 runs
Sheep	\$45.00	\$55.00	3-5	per trial
All 3 stock per trial	\$125.00	N/A		

Divisions offered: Started, Open, Advanced, Working Junior Handler (not for title), Novice Handler and FEO Awards: Flat ribbons for qualifying and 1<sup>st</sup> – 4<sup>th</sup>, Rosettes for HiT Aussie, HiT Other Breed, HiT Std, HiT Open, HiT Adv, HiT Champion of Record and HiT Junior Handler. HiT ties broken by class of stock (c, s, d). Rosette & award for new WTCH & new SDCH.

HC all arena trials: WTCH Aussie sponsored by GAASC, nonWTCH Aussie sponsored by Alvin McNeely, MPS Aussie sponsored by Hardrock Farm.

Special Weekend Pre-entry Package, 2 farm trials all 4 stock and 4 arena trials all 3 stock \$850,00



Volunteers help make these trials run smoothly and are greatly appreciated. Please feel free to ask how you can help.

Fellowship Dinner: Join us Saturday night for a Dutch treat dinner at one of the local Cartersville restaurants. As host, Cheryl Padgett (hardrockaussies@yahoo.com) will select the restaurant and make reservations. Please let Cheryl know if and how many in your party plan to attend.

### **ATTENTION EXHIBITORS**

Stockdog-Rules-5-24-2019.pdf or call ASCA at 979-778-1082. 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 rule book. Bitches in heat will run in draw order. Entry fees will not be refunded in the event a dog is absent, disqualified, excused, or barred from competition by action of the show committee. Entry fees will only be refunded if the refund request is received before the pre-entry closing date, no entry fee will be refunded if the show cannot be opened or completed by reasons of riots, civil disturbances, fire, Acts of God, or public emergency. Substitutions allowed with dogs that you own or co own. The show-giving club, the Show Chairman, their agents, officers, and/or committee shall assume no responsibility for injury to children. Judges may be substituted. All dogs must always be leashed or crated except when competing. No electrical and/or mechanical training devices will be permitted on the show grounds. Please clean up after your dogs. For the safety of your dogs and others all dogs must have current vaccinations against rabies, distemper/parvo, you are asked to bring a copy of the rabies certificate with you. There will be a \$35.00 service charge for any returned checks.

### This is a private farm, please treat it with respect. OVERNIGHT PARKING IS NOT AVAILABLE AT THE TRIAL SITE

Camping: A-OK Campground 2523 Red Bud Rd NE Calhoun, GA 706.629.7511 calhounaokrvcampground.com

Hotels: double check pet policy before booking your rooms

Cartersville North Inn & Suites 11 Kent Dr NW Cartersville, GA 770.386.9259 - ask for 'dog show' rate Microtel Inn and Suite – 1348 Joe Frank Harris Pkwy, Cartersville, GA 678.605.9331 (30 pound limit) Days Inn – 5618 Hwy. 20 Se, Cartersville, GA 770.382.1824

Best Western Garden Inn & Suites - 5663 Highway 20 NE, Cartersville, GA 770.386.1569

Hampton Inn - 5600 Hwy. 20 SE, Cartersville, GA 770.382.8999

Knights Inn – 420 E Church St, Cartersville, GA 770.386.7263

Quality Inn - 235 S. Dixie Ave., Cartersville, GA 770.386.1361

Red Roof Inn - 28 Hwy 20 Spur, I-75 exit 290, Cartersville, GA 770.387.1800

Please, no dog washing in the motels, and please pick up after your dog at the motel and show grounds. Be sure to check with your hotel choice about pets prior to booking (pet policies change without notification).

Vet: Westside Animal Hospital, Dr. Lisa Walker 201 Doulthit Ferry Rd. Cartersville, GA 30120 770.607.3055 Emergency after hours 770.547.9153 http://www.cartersvillevets.com/westside-animal-hospital/

### **GAASC Farm Trial 1 - Cattle**

Time: 18 minutes, warnings at 10 and 3 minutes remaining

Tie Breaker: #1 GATHER, #2 SORT

Tasks must be attempted in order.

Handler is responsible for resetting all gates including chute back/head gates.

Course will start with 5 head (2 marked) of stock in Pens 6, 7, 8 and 9 with all gates set.

Task	Possible Score
PEN #1 – move stock from Pen Specified by Judge through Front Alley into Pen 1 Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 1 and gate	<b>5</b> e closed
PEN #2 – move stock from Pen 1 into Front Alley Starts when Pen #1 is complete, ends with stock in Front Alley	5
PEN #3 – move stock from Front Alley into Arena Starts when Pen #2 is complete, ends with stock in Arena	5
TASK #1, FIELD WORK – move stock towards far end of Arena, call dog off and move behind cone Advanced handler drives stock, Open handler may drive or fetch Starts when Pen #3 is complete, ends with stock is settled at far end of Arena and dog/h	<b>20</b> andler behind cone
GATHER – send dog from anywhere behind cone to gather stock into Front Alley Advanced handler stays behind cone until dog is sent,  Open handler may move up halfway before sending dog,  After dog is sent for Gather handler may move anywhere  Starts when dog leaves for Gather, ends with stock in Front Alley and gate closed	20
PEN #4 – move stock from Front Alley into Pen 2 Starts when Gather is complete, ends with stock in Pen 2 and gate closed	10
SORT – sort 3 unmarked head into Pen 3 from Pen 2, then reunite all in Pen 2 Sort direction at handler's discretion Starts when Pen #4 is complete, ends after Sort with stock in Pen 2 and gate closed	25
TASK #2, FOOTBATH — move stock from Pen 2 thru Footbath into Pen 4 Starts when Sort is complete, ends with stock in Pen 4	20
CHUTE – move stock into chute for inspection then move through Back Alley into open Advanced handler sprays stock for parasites, Open handler inspects stock Starts when Footbath is complete, ends with stock re-penned and all gates reset	pen <b>20</b>

GAASC Farm Trial 1 - Mixed Sheep & Ducks

Time: 15 minutes, warnings at 7 and 3 minutes remained as well as the most be attempted in order. Handler is responsible for resetting all gates including		GATHER, #2 SORT
Course will start with 5 head (2 marked) of sheep in P will be set out for Gather and all gates set.		oen, 5 head of ducks
Task		Possible Score
SHEEP PEN #1 – move stock from Judge Specified Per Starts when handler opens gate Judge Specified Pen, o		<b>5</b> osed
SHEEP TASK #1, TRAILER – move stock from Pen B the Unload stock and move stock back through Pen D and Starts when Pen #1 is complete, ends after Trailer load	Narrow Alley into Pen B	20
SHEEP SORT – sort 3 unmarked head into Pen C from Sort direction at handler's discretion Starts when Trailer is complete, ends after Sort with s		25
SHEEP PEN #2 – move stock from Pen B through Narr Advanced handler stays at gate while dog moves stoc Starts when Sort is complete, ends with stock in open	k out of pen, Open handler may mo	5 ove anywhere
Time will stop when gate for SHEEP PEN #2 is closed	Time will restart when DUCK GAT	THER starts.
DUCK GATHER – send dog from anywhere behind cor Advanced handler stays behind cone until dog is sent Open handler may move up halfway before sending of After dog is sent for Gather handler may move anywh Starts when dog leaves for Gather, ends with stock in	og ere	20
<b>DUCK PEN #3</b> – move stock from Pen 1 through Pen 2 Starts when Gather is complete, ends with stock in Pe		5
<b>DUCK TASK #2, FOOTBATH</b> – move stock thru Footba Starts when Pen #3 is complete, ends when stock has		20
<b>DUCK CHUTE</b> – move stock into Chute for inspect/doc Advanced handler treats stock for parasites, Open ha Starts when Footbath is complete, ends with stock in	ndler inspects stock	<b>20</b> ates closed
DUCK PEN #4 – move stock from Pen 3 through Pen 2 Starts when Chute is complete, ends with stock in Exh		n 10

### GAASC Farm Trial 1 - Sheep

Time: 14 minutes, warnings at 7 and 3 minutes remaining

Tie Breaker: #1 GATHER, #2 SORT

Tasks must be attempted in order.

Handler is responsible for resetting all gates including chute back/head gates.

Course will start with 5 head (2 marked) of stock in Pens 6, 7, 8 and 9 with all gates set.

Task	Possible Score
PEN #1 – move stock from Pen Specified by Judge through Front Alley into I Starts when handler opens gate of Judge Specified Pen, ends with stock in P	
PEN #2 – move stock from Pen 2 into Pen 1 Starts when Pen #1 is complete, ends with stock in Pen 1 with gate closed	5
PEN #3 – move stock from Pen 1 into Pasture Starts when Pen #2 is complete, ends with stock in Pasture	5
TASK #1, FIELD WORK – move stock towards far end of Pasture, past Arena call dog off and dog/handler move behind cone (tree) Advanced handler drives stock, Open handler may drive or fetch Starts when Pen #3 is complete, ends with stock at far end of Pasture and de	20
GATHER – send dog from anywhere behind cone to gather stock into Pen 1 Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog, After dog is sent for Gather handler may move anywhere Starts when dog leaves for Gather, ends with stock in Pen 1 and gate closed	
PEN #4 – move stock from Pen 1 into Pen 2 Starts when Gather is complete, ends with stock in Pen 2 and gate closed	5
SORT – sort 3 unmarked head into Pen 3 from Pen 2, then reunite all in Per Sort direction at handler's discretion Starts when Pen #4 is complete, ends after Sort with stock in Pen 2 and gate	
TASK #2, FOOTBATH — move stock from Pen 2 thru Footbath into Pen 4 Starts when Sort is complete, ends with stock in Pen 4	20
CHUTE – move stock into chute for inspection then move through Back Alle Advanced handler sprays stock for parasites, Open handler inspects stock Starts when Footbath is complete, ends with stock re-penned and all gates	•

### GAASC Farm Trial 1 - Ducks

Time: 14 minutes, warnings at 7 and 3 minutes remaining

Tie Breaker: #1 GATHER, #2 SORT

Tasks must be attempted in order.

Handler is responsible for resetting all gates including chute back/head gates.

Course will start with 5 head (2 marked) of stock set out for Gather and all gates set.

Task	Possible Score
GATHER – send dog from anywhere behind cone to gather stock into Pen 1 Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog, After dog is sent for Gather handler may move anywhere Starts when dog leaves for Gather, ends with stock in Pen 1 with gate closed	20
SORT – sort 3 unmarked head into Pen 2 from Pen 1 then reunite all in Pen 1 Starts when Gather is complete, ends after Sort with stock in Pen 1 and gate closed	25
PEN #1 – move stock from Pen 1 into Pen 2 Advanced handler must stay in Pen 1 until stock is in Pen 2, Open handler may move anywhere Starts when Sort is complete, ends with stock in Pen 2 and gate closed	6
PEN #2 – move stock from Pen 2 into Pen 3 Starts when Pen #1 is complete, ends with stock in Pen 3 and gate closed	6
TASK #2, FOOTBATH — move stock thru Footbath Starts when Pen #2 is complete, ends when stock passes through Footbath	20
CHUTE – move stock into Chute, inspect/doctor than release into Pen 3 Advanced handler treats stock for parasites, Open handler inspects stock Starts when Footbath is complete, ends with stock in Pen 3 and both Footbath & Chute	<b>20</b> gates closed
PEN #3 – move stock from Pen 3 into Pen 2 Starts when Chute is complete, ends with stock in Pen 2 and gate closed	6
PEN #4 – move stock from Pen 2 through Pen 1 into Arena Starts when Pen #3 is complete, ends with stock in Arena and gate closed	7
TASK #2, BRIDGE/UNDERPASS – move stock over Bridge through Underpass and into Take/Exhaust Pen Starts when Pen #4 is complete, ends with stock in Exhaust Pen and all gates reset	20

### GAASC Farm Trial 2 - Cattle

Tie Breaker: #1 SORT, #2 GATHER

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Tasks must be attempted in order. Handler is responsible for resetting all gates including chute back/head gates. Course will start with 5 head (2 marked) of stock in Pens 6, 7, 8 and 9 with all gates set. **Possible** Task Score PEN #1 - move stock from Pen Specified by Judge through Front Alley into Pen 2 8 Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate closed SORT – sort 3 unmarked head into Pen 3 from Pen 2, then reunite all in Pen 2 25 Sort direction at handler's discretion Starts when Pen #1 is complete, ends after Sort with stock in Pen 1 and gate closed PEN #2 - move stock from Pen 2 through Front Alley to Arena 7 Starts when Sort is complete, ends with stock in Arena TASK #1, FIELD WORK – move stock towards far end of Arena. 20 call dog off and move behind cone Advanced handler drives stock, Open handler may drive or fetch Starts when Pen #2 is complete, ends with stock at far end of arena and dog/handler behind cone GATHER – send dog from anywhere behind cone to gather stock into Front Alley 20 Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog After dog is sent for Gather handler may move anywhere Starts when dog leaves for Gather, ends with stock in Front Alley and gate closed PEN #3 - move stock from Front Alley into Pen 1 5 Starts when Gather is complete, ends with stock in Pen 1 and gate closed PEN #4 - move stock from Pen 1 into Pen 2 5

Time: 18 minutes, warnings at 10 and 3 minutes remaining

CHUTE – move stock into chute for inspection then move through Back Alley into open pen
Advanced handler sprays stock for parasites, Open handler inspects stock
Starts when Footbath is complete, ends with stock re-penned and all gates reset

Starts when Pen #3 is complete, ends with stock in Pen 2 and gate closed

TASK #2, FOOTBATH - move stock from Pen 2 thru Footbath into Pen 4

Starts when Pen #4 is complete, ends with stock in Pen 4

Time: 15 minutes, warnings at 7 and 3 minutes remaining

Tasks must be attempted in order.

GAASC Farm Trial 2 - Mixed Sheep & Ducks

Tie Breaker: #1 SORT, #2 GATHER

Handler is responsible for resetting all gates including chute back/head gates.  Course will start with 5 head (2 marked) of sheep in Pens G, H, I and J with Trailer gate open will be set out for Gather and all gates set.	n, 5 head of ducks	
	ossible ore	
SHEEP PEN #1 – move stock from Judge Specified Pen through Narrow Alley into Pen B Starts when handler opens gate Judge Specified Pen, ends with stock in Pen B and gate close	6 ed	
SHEEP SORT – sort 3 unmarked head into Pen C from Pen B, then reunite all in Pen B Sort direction at handler's discretion Starts when Pen #1 is complete, ends after Sort with stock in Pen B and gate closed	25	
SHEEP TASK #1, TRAILER – move stock from Pen B through Narrow Alley and Pen D to load Unload stock and move stock back through Pen D and Narrow Alley into Pen B Starts when Sort is complete, ends with stock in Pen B and gate closed	stock into trailer 20	
SHEEP PEN #2 – move stock from Pen B through Narrow Alley into open pen Advanced handler stays at gate while dog moves stock out of pen, Open handler may move Starts when Trailer is complete, ends after Trailer load/unload with stock in open pen and a	•	
Time will stop when gate for SHEEP PEN #2 is closed. Time will restart when DUCK GATHER starts.		
DUCK GATHER – send dog from anywhere behind cone to gather stock into Pen 1 Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog, After dog is sent for Gather handler may move anywhere Starts when dog leaves for Gather, ends with stock in Pen 1 and gate closed	20	
DUCK PEN #3 – move stock from Pen 1 into Pen 2 Starts when Gather is complete, ends with stock in Pen 2 and gate closed	7	
DUCK CHUTE — move stock from Pen 2 through Pen 3 into Chute for inspect/doctor And release into Pen 3 Advanced handler treats stock for parasites, Open handler inspects stock Starts when Pen #3 is complete, ends with stock in Pen 3 and Chute gates closed	20	
DUCK PEN #4 – move stock from Pen 3 through Pens 2 & 1 into Arena Starts when Chute is complete, ends with stock in Arena and all gates closed	6	
DUCK TASK #2, BRIDGE/UNDERPASS – move stock over Bridge through Underpass and into Exhaust Pen Starts when Pen #4 is complete, ends with stock in Exhaust Pen and all gates reset	20	

### GAASC Farm Trial 2 - Sheep

Time: 14 minutes, warnings at 7 and 3 minutes remaining Tie Breaker: #1 SORT, #2 GATHER Tasks must be attempted in order. Handler is responsible for resetting all gates including chute back/head gates. Course will start with 5 head (2 marked) of stock in Pens 6, 7, 8 and 9 with all gates set. Possible Task Score PEN #1 - move stock from Pen Specified by Judge through Front Alley into Pen 2 10 Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate closed SORT – sort 3 unmarked head into Pen 3 from Pen 2, then reunite all in Pen 2 25 Sort direction at handler's discretion Starts when Pen #1 is complete, ends after Sort with stock in Pen 2 and gate closed PEN #2 - move stock from Pen 2 into Pen 1 5 Starts when Sort is complete, ends with stock in Pen 1 with gate closed PEN #3 - move stock from Pen 1 into Pasture 5 Starts when Pen #2 is complete, ends with stock in Pasture TASK #1, FIELD WORK - move stock towards far end of Pasture, past Arena gate 20 call dog off and move behind cone (tree) Advanced handler drives stock, Open handler may drive or fetch Starts when Pen #3 is complete, ends with stock at far end of Pasture and dog/handler behind cone GATHER – send dog from anywhere behind cone to gather stock and move stock into Pen 1 20 Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog After dog is sent to Gather stock, handler may move anywhere Starts when dog leaves for Gather, ends with stock in Pen 1 and gate closed PEN #4 - move stock from Pen 1 to Pen 2 5 Starts when Gather is complete, ends with stock in Pen 2 and gate closed TASK #2, FOOTBATH - move stock from Pen 2 thru Footbath into Pen 4 20 Starts when Pen #4 is complete, ends with stock in Pen 4 CHUTE – move stock into chute for inspection then move through Back Alley into open pen 20 Advanced handler sprays stock for parasites, Open handler inspects stock Starts when Footbath is complete, ends with stock re-penned and all gates reset

### **GAASC Farm Trial 2 - Ducks**

Time: 14 minutes, warnings at 7 and 3 minutes remaining

Tie Breaker: #1 SORT, #2 GATHER

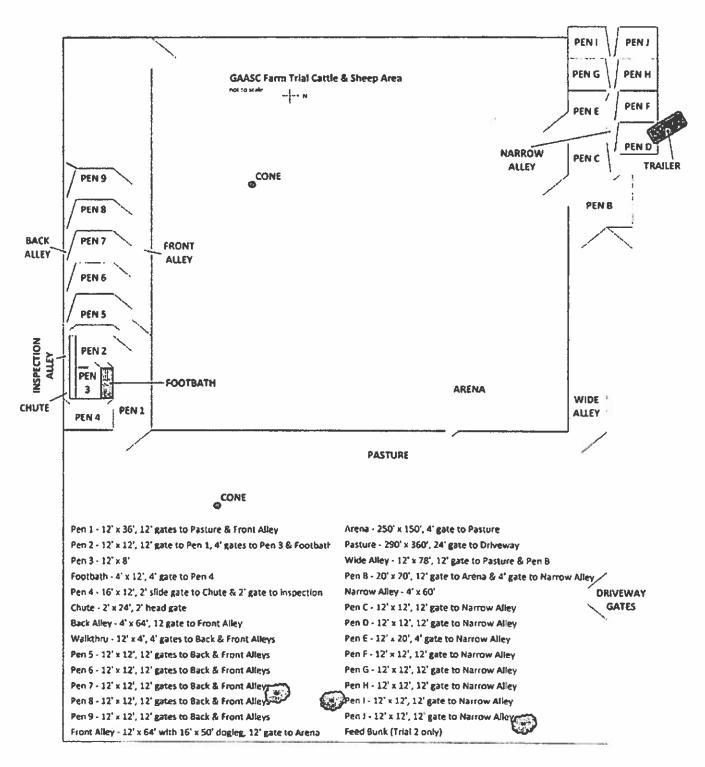
Tasks must be attempted in order.

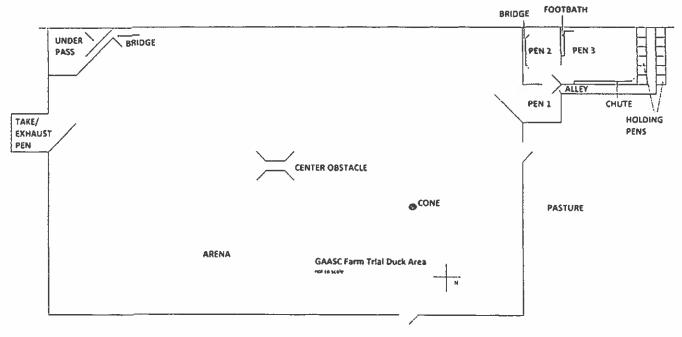
Handler is responsible for resetting all gates including chute back/head gates.

Course will start with 5 head (2 marked) of stock in Take/Exhaust Pen and all gates set.

Task	Possible Score
PEN #1 – move stock from Take/Exhaust Pen into Arena Starts when gate is opened, ends with stock in Arena and gate closed	6
TASK #1 BRIDGE/UNDERPASS — move stock over Bridge through Underpass Call dog off stock and move behind cone Starts when Pen #1 is complete, ends withs stock in Arena at south end by Take/Exhaust behind cone	<b>20</b> : Pen and dog/handler
GATHER – send dog from anywhere behind cone to gather stock into Pen 1 Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog, After dog is sent for Gather handler may move anywhere Starts when dog leaves for Gather, ends with stock in Pen 1 with gate closed	20
PEN #2 – move stock from Pen 1 through Pen 2 into Pen 3 Starts when Gather is complete, ends with stock in Pen 3 and gate closed	6
TASK #2, FOOTBATH — move stock thru Footbath Starts when Pen 2 is complete, ends when stock passes through Footbath	20
CHUTE – move stock into Chute, inspect/doctor than release into Pen 3 Advanced handler treats stock for parasites, Open handler inspects stock Starts when Footbath is complete, ends with stock in Pen 3 and both Footbath & Chute g	<b>20</b> gates closed
PEN #3 – move stock from Pen 3 into Pen 2 Starts when Chute is complete, ends with stock in Pen 2 and gate closed	6
PEN #4 – move stock from Pen 2 through Pen 1 into Arena Starts when Pen #3 is complete, ends with stock in Arena and gate closed	7
SORT – sort 3 marked head from Arena into Take/Exhaust Pen Sort direction at handler's discretion Starts when Pen #4 is complete and ends after Sort with stock in Take/Exhaust Pen and	<b>25</b> all gates reset

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Arena - 100' x 60', 2 - 4' gates to Pasture Take/Exhaust Pen - 8' x 8', 8' gate to Arena

Pen 1 - 8' x 8', 8' gate to Arena, 4' gate to Pen 2 & 2' gate to Alley

Pen 2 - 8' x 12', 4' gate to Pen 3

Bridge - 1' x 8'

Pen 3 - 16' x 12'

Footbath - 1' x 6' with 3' dogleg

Chute - 11' x 1'

Alley - 18' x 2'

Holding Pens - 10 - 2' x 2' with alley between

**PASTURE**