



## Fall Round Up Farm Trials

**August 19, 2022**

2 Farm Trials: 1 Cattle and 1 mixed – Sheep & Ducks

ASCA Farm Trial \* ASCA sanctioning pending\* Ribbons Only

**LOCATION:** Pat & Marie Murphy Farm, N3029 945<sup>th</sup> St, Hager City, WI 54014

**JUDGES:** AUGUST 19: Trial #1: Cattle – Roy Sage

AUGUST 19: Trial #2 Mixed – Sheep & Ducks – Roy Sage

**Entries:** Cattle - Pre-entry \$60      Gate Entry: \$65

Mixed - Pre-entry \$60      Gate Entry: \$65

Classes offered: Open, Advanced, FEO

9 head of stock for each class. 6 runs cattle, 8 runs mixed.

**Pre-entry opens on July 5.** No entries will be accepted if postmarked prior to opening date. No electronic entries. Pre-entries close August 5. Gate entries will be taken prior to the trial start time each day if not filled. Run order will be drawn prior to trial. Bitches in season are allowed and will run at the end of each class. This is an ASCA sanctioned event. All ASCA rules will be followed.

**Mail entries to:** Sara Elsenpeter, W1891 McDonough Rd, Nelson, WI 54756

Contact info: [sara\\_e213@hotmail.com](mailto:sara_e213@hotmail.com)

Please use current ASCA entry form found at [www.asca.org](http://www.asca.org).

**Handler's meeting:** Trial #1: 7:30am with the trial beginning at 8am. The second trial of the day will start 30 minutes after the end of trial #1 with lunch at judge's discretion.

**Show Secretary:** Sara McDonough-Elsenpeter

**Course Director:** Marie Murphy

DIRECTIONS TO SHOW SITE: DIAMOND AIRE KENNEL AND FARM

**From St. Paul/MPLS:** Take Hwy 61 south to Hwy 10, turn left to Prescott, WI. Take a right immediately after the bridge in Prescott and follow Hwy 35 for approximately 15 miles to Diamond Bluff. (Be sure to follow the speed limit signs in Prescott to the letter.) Continue on Hwy 35 through Diamond Bluff to where you will see the Diamond Aire sign on your left (945th Street/Mortenson Hill). Turn left onto dead-end road. Follow road to top of the bluff. Diamond Aire is at the end of the road. Parking to your RIGHT.

**From Red Wing, MN:** Take Hwy 63 into Wisconsin. Turn left on Hwy 35. Follow Hwy 35 north to Diamond Aire sign (945th Street/Mortenson Hill). Turn right onto dead-end road. Follow road to top of the bluff. Diamond Aire is at the end of the road. Parking to your RIGHT.

MOTELS AND CAMPGROUNDS- Please check with the motel/campground concerning their dog policies.  
PLEASE RESPECT ALL REGULATIONS PERTAINING TO MOTELS

Parkway Motel  
3425 N. Hwy. 61  
Red Wing, MN  
(800) 762-0934  
\$5.00 pet charge  
No dogs left in room alone

Days Inn  
955 E 7th St  
Red Wing, MN  
(800)762-0934  
\$7.00 pet charge  
No dogs left in room alone

Sunset Motel  
Lake City, MN  
(800) 945-0192

Mr. Sippi Campground & Marine  
N1415 - 830th Street  
Hager City, WI

### **Trial #1 Cattle Farm Trial: 30 minutes with warnings at 10 and 5 minutes**

**1. Pen work - Pen #1 5 points**

Gather 9 head of cattle from **Pen #1** and move through Gate 1. The pen starts when the dog leaves the handler and ends when the cattle are through gate 2. Move cattle through Gate 2(galvanized gate) to pasture. Starts when the cattle are in the horse yard with gate 1 shut and ends when cattle are in small pasture and gate 2 is shut.

**2. Drive 10 points**

Dog and handler will drive the cattle through the small pasture, up to the west arena. Starts when Gate 2(galvanized gate) is shut and ends when cattle are in west arena.

**3. Chute 20 points**

Dog and handler then move the cattle down through the chute, checking for limping as they go into the arena, shutting the gates behind them. Starts when gate 3 is shut and ends with cattle in the arena and gate 5 is shut.

**4. Sort 25 points**

Dog and handler will sort 3 head of cattle into pen #2, 3 head into pen # 3, 3 head into pen # 4.

Advanced: Handlers will sort 3 head of marked cattle into pen # 2 and gate sort the 6 others into the 2 other pens – 3 to a pen.

Open: Handlers can gate sort all three pens.

Starts with all cattle in arena with gate 5 shut and ends with 3 cattle in each pen (2/3/4).

**5. Pen Work #2, #3, #4 20 points**

At handler's discretion, the dog and handler will take cattle out of all three pens into the arena. Open front and back gates of pen #2 and move cattle through to west arena. Handler may leave the gates open at pen #2. Open gate 3 and move cattle through it. Starts when handler reopens pen gate to take sorted cattle into arena and ends when cattle are in the west arena.

**6. Hold 20 points**

The cattle will settle in hold area and judge will call "that's a hold". Starts when the cattle are at the hold area in west arena and ends when judge calls hold.

**7. Gather 20 points**

Dog and handler will leave the cows to open gate 3. After opening gate 3, the handler and dog will move to the end of the gate to send the dog on the gather. The cattle will be brought through gate 3 into the small pasture arena.

Advanced: Handler must stay at the end of gate 3 while sending the dog. Control points will be deducted if the handler leaves the end of gate 3 early.

Open: Handler may go up to halfway between the end of gate 3 and the cattle when sending the dog.

Starts when the cattle are in the west arena with gate 3 shut and ends when cattle are through the #3 gate(green).

**8. Drive 10 points**

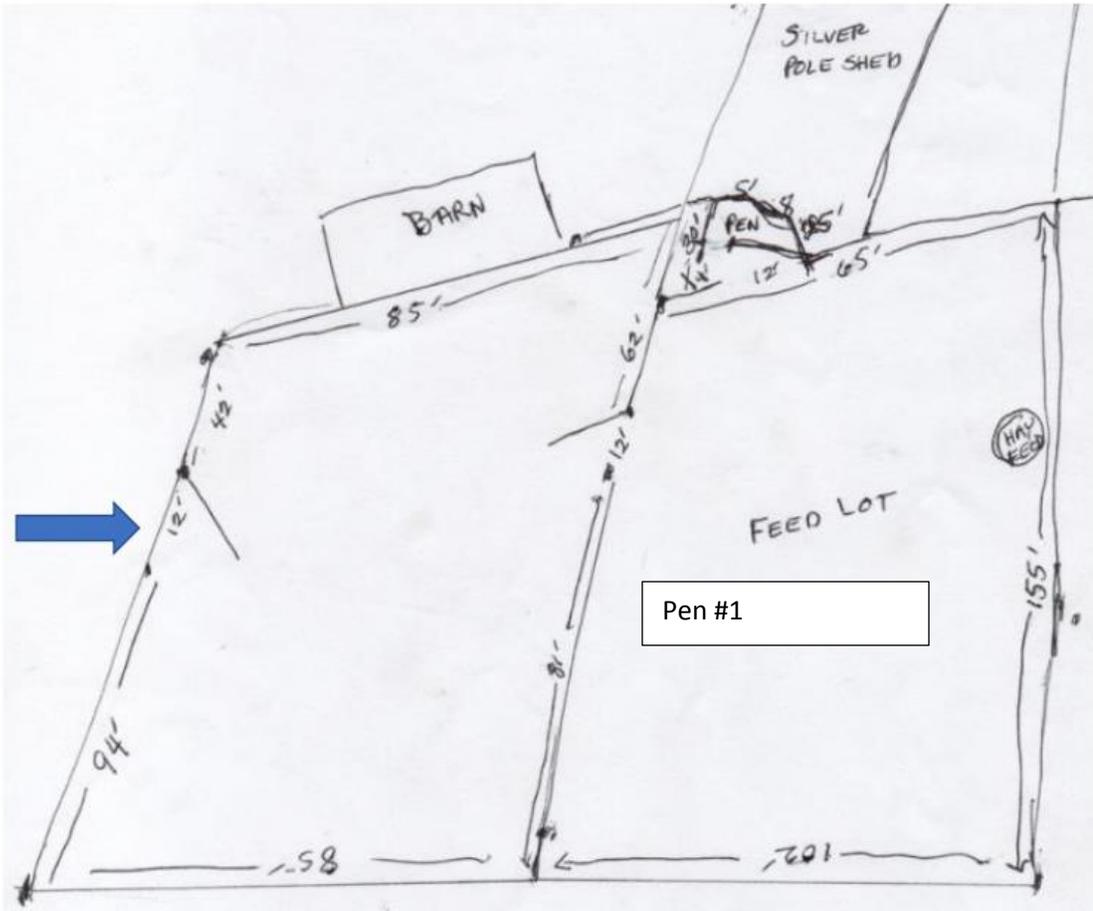
Dog and handler will drive cattle through the small pasture and continue through horse yard to exhaust pen. Starts when the cattle are through the #3 gate and ends when the exhaust is closed.

Advanced: Handler must stay at gate 3 until the cattle have cleared the corner of the duck arena.

Open: Handler has no restrictions on their movement.

Time Limit: 30 minutes  
Tie Breaker: Sort

The course connects at the 12 foot gate into the small pasture. Shown by the blue arrows.





## **Trial #2 Mixed Farm Trial – Sheep & Ducks: 30 minutes with warnings at 10 and 3 minutes**

### **Start at DUCKS**

#### **GATHER (20 points)**

1. Gather ducks in arena
  - a. Open: Handler leaves dog at Advanced Handlers cone. Handler may stand at the 'open cone' (1/2 the distance) and send dog and fetches ducks to the take pen
  - b. Advanced: Handler stands at 'advanced cone' sends dog and fetches ducks to the take pen.

#### **SORT (15 points)**

2. Sort three marked ducks into take pen.

#### **CHUTE (15 points)**

3. Open gate to chute and take the remaining ducks through the 'chute' (aisle way) to the duck yard. Sprinkle dust on the ducks
  - a. Open doorway to shed in duck yard will be closed (so ducks cannot escape into shed)
  - b. Advanced: Doorway to shed will be left open

#### **BRIDGE (Location Specific Task 1- 15 points)**

4. Dogs will take the ducks through the duck yard, over bridge to pasture and handler shuts the pasture gate.
  - a. Open: Handler can move with dog to pasture and shut gate when the ducks are through.
  - b. Advanced: Handler stays at bridge until ducks are in pasture, then goes to shut the gate.

### **Move to SHEEP**

#### **PEN WORK (45 Points)** Course starts at barn:

5. Pen 1: Open Gate #1
  - a. Open: Handler may go into the barn with the dog to bring the sheep out
  - b. Advanced: Handler sends dog in to fetch sheep.
6. Handler shuts Gate #1. Sheep are taken to and down the aisle way through Gate #2 into Pen #2.
7. Pen 2: Six sheep are sorted from take pen #2 into take pen #3
8. Pen 3: Three Sheep are sorted from take pen #3 into take pen #4
9. Open: Handler and dog move sheep from pens #2, and #3 into pen #4
10. Advanced: Dog moves sheep from take pen #1 into the arena. Handler moves to take pen #2 and the dog moves those sheep into the arena. The six sheep out in the arena are moved into pen #4. Nine sheep are in pen #4
11. Pen. 4: Handler opens Gate #6, dog takes the nine sheep out into the west arena.

**PASTURE WORK (Location Specific Tasks #2, 20 points)**

12. Handler opens Gate #7, lets the sheep out into the small pasture. Sheep will run to the far end of the small pasture towards the lambs' pen. Let the sheep settle.

a. Open: Handler goes with the dog to fetch sheep, then moves sheep through Gate #8 to the barn. Opens the sliding door and exhaust sheep into the barn.

b. Advanced: Handler moves to the cone and sends dog to fetch sheep, when the sheep are moving towards handler, handler can open Gate #8 and move sheep to the barn, open sliding door and exhaust sheep into barn.

**Sheep:**

Pen Work

Location Specific Task 2 Pasture Work

**Ducks:**

Gather

Sort

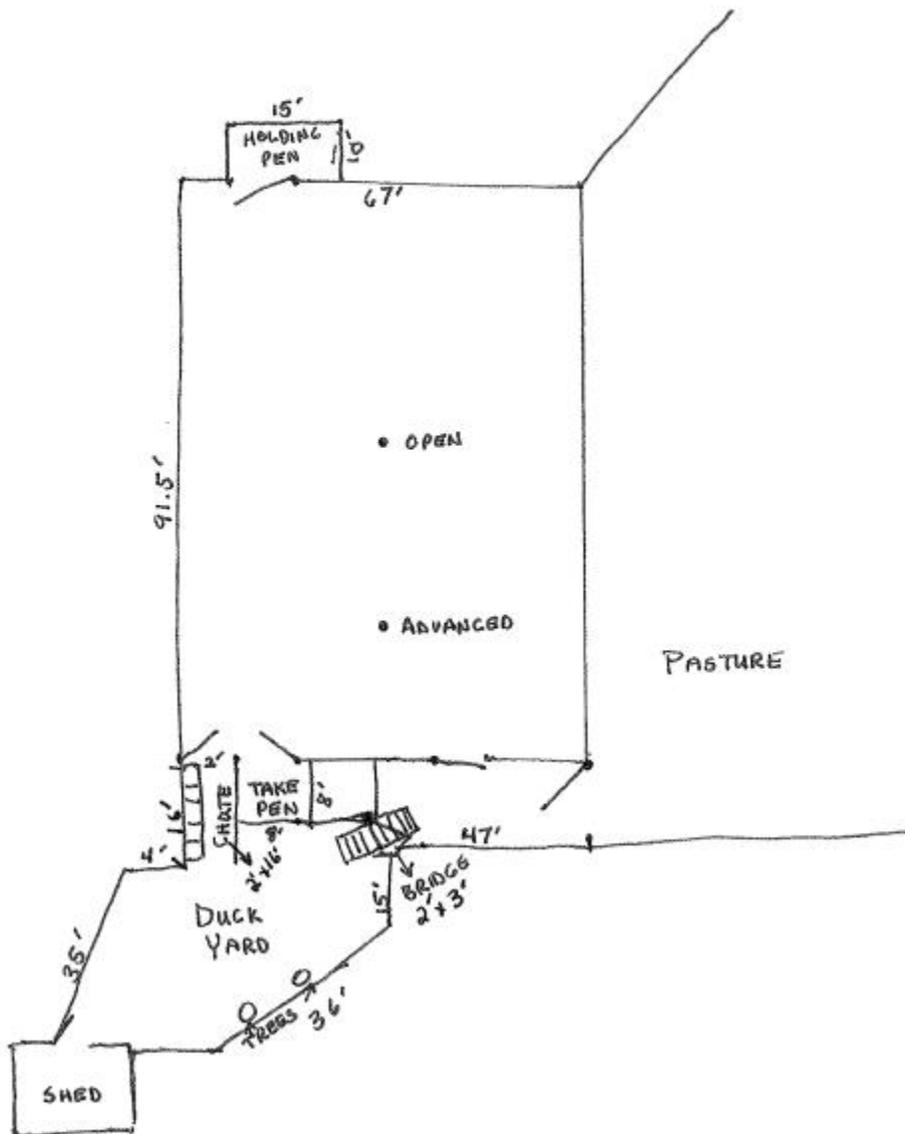
Chute

Location Specific Task 1 Bridge

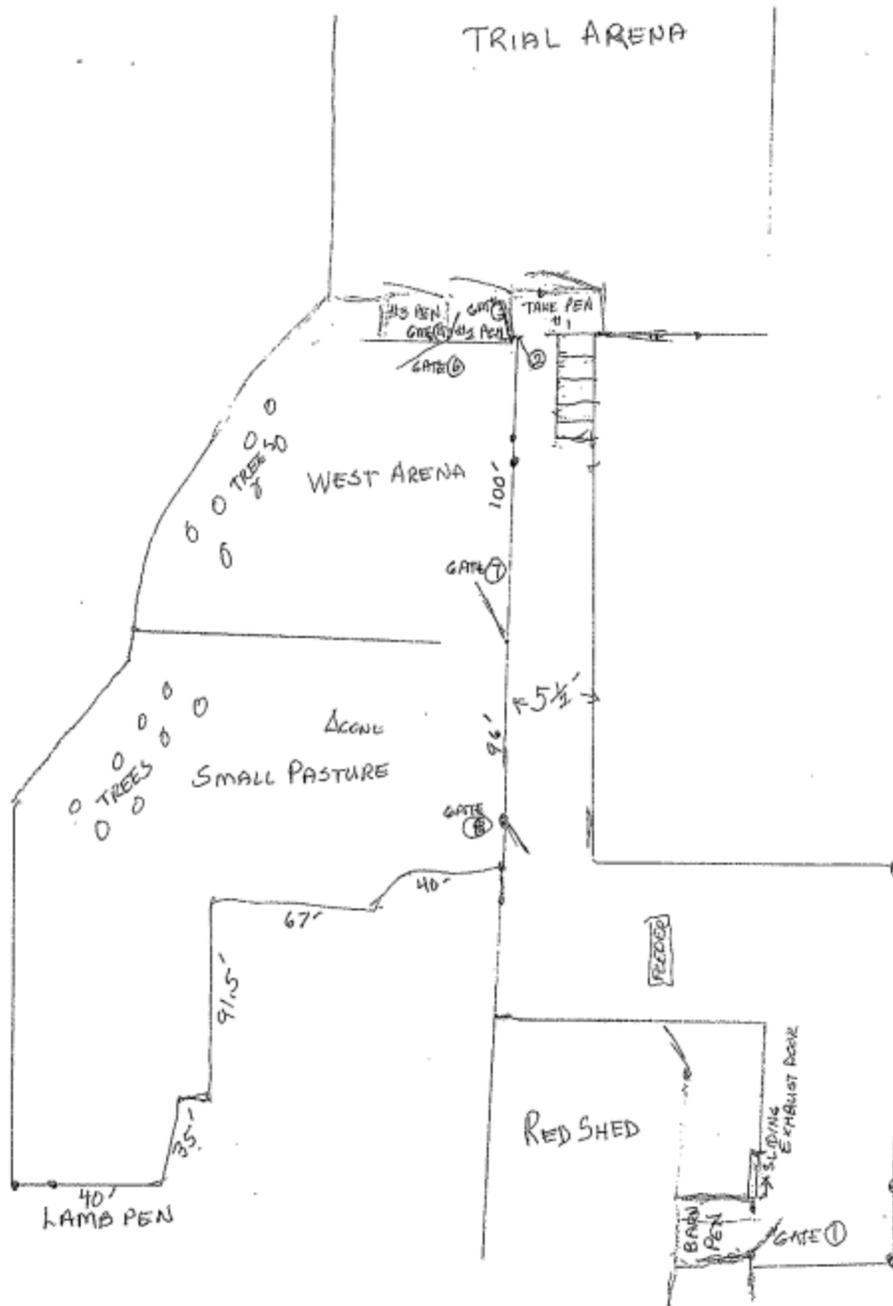
Time Allowed: 30 minutes

Tie Breaker: Gather

# DUCK FARM TRIAL COURSE



# SHEEP FARM TRIAL COURSE



- Pen #1-the barn pen-16x16, 6 ft gate
- Pen #2-Take pen #1-16x16, 16 ft gate
- Pen #3-Take pen #2-16x16, 16 ft gate
- Pen #4-Take pen #3-16x16, 16 ft gate