



JUNE JAMBOREE

June 7, 8, 9, 2024

3 Days: 2 Farm Trials & 4 Stockdog Trials

ASCA sanctioning pending

SHOW SECRETARY STOCK & FARM: Sara McDonough Elsenpeter

COURSE DIRECTOR STOCK & FARM: Marie Murphy

NO FOOD AVAILABLE ON THE GROUNDS

RIBBONS ONLY FOR ALL TRIALS

FRIDAY JUNE 7

FARM TRIAL #1: Sheep with 8 runs

7:30am Handlers meeting with a 8:00 am start

FARM TRIAL #2: Ducks with 8 runs

Handlers meeting for Trial #2 will start 30 minutes after the end of the 1st trial

but not earlier than 10 am

No set out dog will be used.

Judge for both trials: John Knepper, Gatesville, TX

Classes offered: Open, Advanced, FEO

Farm Trial Info can be found at the end of the flyer.

SATURDAY JUNE 8

TWO ALL BREED STOCKDOG TRIALS

Course A in reverse– Cattle, Sheep

Course B - Ducks

Trial #1 – ASCA Judge: Andrea Hoffmann, Memphis, TN

Trial #2 ASCA Judge: John Knepper, Gatesville, TX

7:30am Handlers Meeting with an 8 AM trial start

We will start with trial #1 & #2 cattle entries; then, move on to sheep and ducks

SUNDAY JUNE 9

ALL BREED STOCKDOG TRIAL

Course A – Cattle, Sheep,

Course B - Ducks

Trial #3 – ASCA Judge: Andrea Hoffmann, Memphis, TN

Trial #4 - ASCA Judge: John Knepper, Gatesville, TX

7:30am Handlers Meeting with an 8 AM trial start

We will start with trial #3 & 4 Cattle entries. Then move on to sheep and ducks

Stock:

Farm Trial –\$60.00 pre-entry; \$65.00 day of trial

Cattle: 3-5 head/run, \$50.00 pre-entry; \$60.00 day of trial

Sheep: 3-5 head/run, \$40.00 pre-entry; \$50.00 day of trial

Ducks: 5 head/run, \$30.00 pre-entry; \$40.00 day of trial

Above for classes: Started, Open, Advanced, Open working Junior and Working Jr. Handler

Non-regular Pee Wee Duck Handling (0-7 yrs) -- \$5.00

Stock Entry Limits each trial Saturday:

Cattle – 12

Ducks – 12

Sheep – 8

Stock Entry Limits each trial Sunday:

Cattle – 12

Ducks – 12

Sheep – 8

Pre-entry opens on May 1. No entries will be accepted if postmarked prior to opening date. No electronic entries. **Pre-entries close June 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.

If the trial does not fill. Day of trial entries will be accepted from 7:00 AM to 7:30AM.

Special Awards Arena Trials: Ribbons Only

Stock: HIT Cattle, HIT Sheep, HIT Ducks

High Combined Non-WTCH (two qualifying scores from any 2 different divisions of stock (ducks, sheep, cattle)

High Combined WTCH (two qualifying scores from any different divisions of stock (ducks, sheep, cattle)

High Scoring Started (Most Promising) Aussie in Trial

HIT Aussie

HIT-open to any breed HIT Open Working Junior HIT Junior Handler

Entry Information:

PRE-ENTRIES OPEN MAY 1, 2024 AND MUST BE POSTMARKED BY JUNE 1, 2024

ENTRY FORMS AVAILABLE ON THE ASCA WEBSITE. www.asca.org/formsandrulebooks -

PLEASE NOTICE FARM TRIAL AND STOCK TRIAL ENTRIES GO TO DIFFERENT PEOPLE.

SEND ARENA TRIAL PRE-ENTRIES POSTMARKED BY JUNE 1, 2024 TO:

Kathy Sianko, 13623 W Freeway Dr, Hugo, MN 55038

SEND FARM TRIAL PRE-ENTRIES POSTMARKED BY JUNE 1, 2024 TO:

Sara Elsenpeter, W1891 McDonough Rd, Nelson, WI 54756

FOR MORE INFORMATION CALL: Sara - 612-839-4525

ALL AUSSIES 6 MONTHS OF AGE AND OVER MUST SHOW PROOF OF ASCA REGISTRATION TO BE ELIGIBLE FOR SHOWING

NO ENTRY SHALL BE ACCEPTED FROM A DOG OR HANDLER DISQUALIFIED FROM THE ASCA CONFORMATION PROGRAM, A DOG OR HANDLER DISQUALIFIED FROM ALL ASCA PROGRAMS, OR A PERSON NOT IN GOOD STANDING WITH ASCA.

DOGS SHOWING THREATENING BEHAVIOR WILL BE SUBJECT TO EITHER DISQUALIFICATION OR EXCUSAL, PER THE ASCA DOG BITE POLICY.

SHOW GROUNDS WILL BE AVAILABLE TO EXHIBITORS AT 6 AM.

PLEASE OBSERVE A QUIET PERIOD FROM 11:00 P.M. TO 6:00 A.M.

THIS IS AN ASCA SANCTIONED EVENT. ALL ASCA RULES WILL BE FOLLOWED.

Emergency Vet: Animal Emergency Clinic, 1163 Helmo Ave N, Oakdale MN 55128 Phone: 651-501-3766

MEMBERSHIP MEETING There will be a short OASC General Membership meeting on Saturday. We hope as many OASC members as possible will attend.

Reminder to non-Aussie Participants: Tracking Numbers required for Non-Aussies to earn ASCA Titles.

DIRECTIONS TO SHOW SITE:

DIAMOND AIRE KENNEL AND FARM
N3029 945th St
Hager City, Wisc. 54014

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 and follow to top of bluff. Parking to your RIGHT.

MOTELS AND CAMPGROUNDS: Please check with the motel/campground concerning their dog policies.

Parkway Motel
3425 N. Hwy. 61
Red Wing, MN
(800) 762-0934
(\$5.00 charge - can't leave dog 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

Mr. Sippi Campground
N1415 830th St
Hager City, WI
715-792-2992

PLEASE RESPECT ALL REGULATIONS PERTAINING TO MOTELS

Sheep Farm Trial – Trial #1 – Saturday: 30 minutes with warnings at 10 and 3 minutes

Ties broken by Sort. The sheep will be in Pen #1 to start.

1. Pen work – Pen #1 – 5 points

- a. Run starts when gate to pen #1 is opened and the sheep come out. Sheep can come out on their own or dog can be sent to go get them.
- b. Pen #1 work ends when the sheep have all left the pen and the gate is closed.

2. Drive/Chute – Drive is 20 points, Chute is 20 points

- a. Drive begins when the sheep exit the dry lot pen. It ends when the sheep have passed the orange gate at the bottom of alley, entered pen #2 and the orange gate is closed. The orange gate will be open at the beginning of the run.
 - i. **Advanced:** Start the drive from the cone and once the dog has reached the halfway point, marked by a pink ribbon, they can follow the dog.
 - ii. **Open:** Handler can walk with their dog the entire way

3. Sort/Pen work – Sort is 25 points, Pen work is 15 points

- a. Sort begins when the orange gate in Pen #2 is closed with all 9 sheep in Pen #2.
- b. Sort 3 sheep into each of pen #2, #3 and #4. Sort direction at handler's discretion.
 - i. **Advanced:** Sort 3 marked sheep to Pen #4
 - ii. **Open:** Sort any 3 sheep to Pen #4.
- c. Then move all 9 sheep to the arena.
- d. Sort ends when the last pen gate is closed and all sheep are in the arena.

4. Hold – 20 points

- a. Hold begins when last gate to let sheep into the arena is closed.
- b. Bring the sheep to the hold area.
- c. Hold for 30 seconds.
- d. Judge will release the hold.
- e. Hold ends when gate to Pen #4 opens.

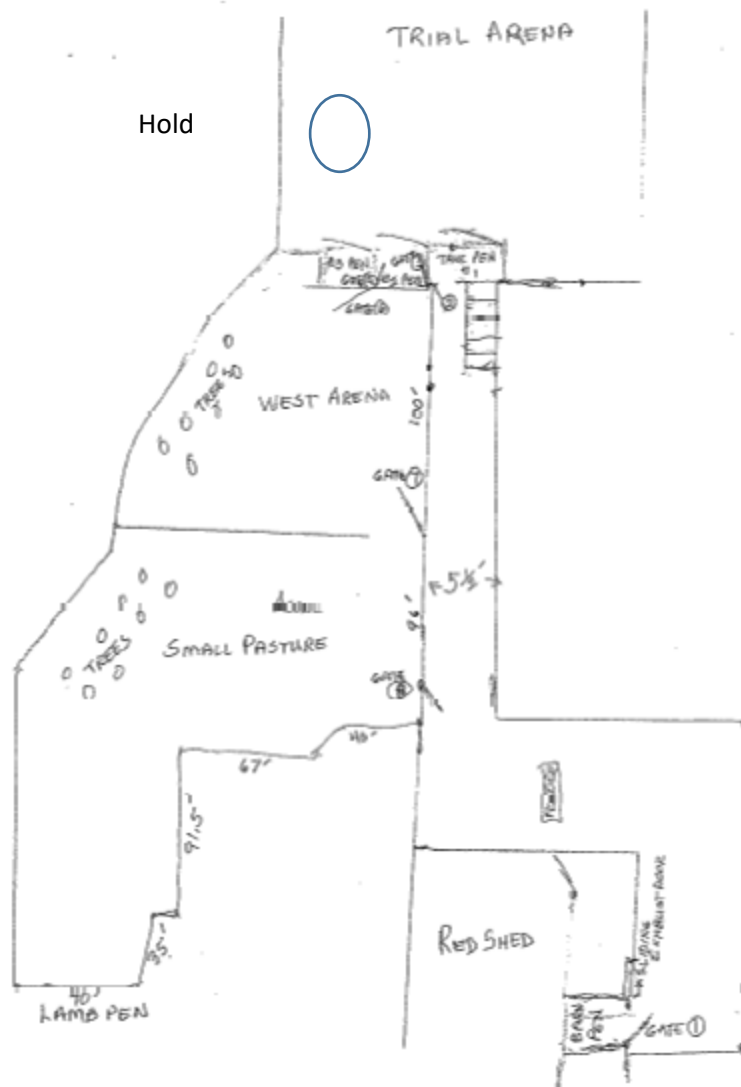
5. Gather – 20 points

- a. The gather starts when the back gate of Pen #4 closes.
- b. Bring the sheep out of Pen #4 and into small pasture.
- c. Bring them to the green gate and through it.
- d. Shut green gate while sheep run to the other end of the pasture. If the sheep do not run to the end of the area, drive sheep to the area and go back to the cone before sending dog to gather.
- e. Send dog on a gather and bring sheep to red gate.
 - i. **Advanced:** Handler stands at "advanced cone" to send the dog and when the sheep are moving to towards handler, handler can open red gate.
 - ii. **Open:** Handler can move with the dog the entire time.
- f. Gather ends when red gate is closed.

6. Pen work – 5 points

- a. Pen work starts when red gate is closed.
- b. Bring sheep back to the red poll shed and exhaust them into Pen #1.
- c. Task and run ends when door to Pen #1 is closed.

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

Duck Farm Trial – Trial #2: 30 minutes with warnings at 10 and 3 minutes

Ties broken by Sort. The ducks will be in pasture to start.

1. GATHER (20 points)

- a. Gather 9 ducks from gather pasture.
- b. Run starts when dog is sent for gather. Run ends when ducks are gathered to the gate. Cone #1 is 75 feet away from the back fence where the ducks will be set out. Cone #2 is halfway between cone #1 and the ducks.
 - i. **Open:** Handler leaves dog at cone #1. Handler may stand at cone #2 (1/2 distance) to send dog.
 - ii. **Advanced:** Handler stands at cone #1 and must send dog there.

2. CHUTE (20 points)

- a. Starts when ducks go through gate to chute and ends when they are “treated”. Treatment is to sprinkle dust on the ducks.

3. BRIDGE (20 points)

- a. Take ducks to the bridge and over it into pen #1. Starts when ducks are moving to bridge after treatment and ends when they are in pen #1.

4. SORT/PEN WORK (32 points)

- a. Sort 3 ducks from pen #1 into pen #2 and 6 ducks into pen #3. Starts when ducks are in pen #1 and ends when 3 ducks are in pen #2 and 6 ducks are in pen #3.
 - i. **Advanced:** Sort 3 marked ducks into pen #2.
 - ii. **Open:** Sort any 3 ducks to pen #2.

5. PEN WORK (12 points)

- a. Take 6 ducks out of pen #3 into arena, then put all ducks together in pen #2. Take all ducks out of pen #2 into arena then into duck yard via alleyway. Starts when dog begins moving ducks from pen #3 into arena and ends when all ducks are in the duck yard.

6. DRIVE (20 points)

- a. From duck yard to pen #4. Task starts when dog brings ducks out of duck yard and ends when the ducks pass the opening before pen #4.
 - i. **Advanced** – The ducks must pass the dotted line before the handler can assist.
 - ii. **Open** – The handler can assist the dog once the ducks have left the duck yard.

7. Pen Work (6 points)

- a. Put all ducks in pen #4, then bring them back out and exhaust through barn door. Starts when ducks are through pen #4 gate and ends when they are in the barn.

8. Run ends when barn door is closed.

