

# Greater Atlanta Australian Shepherd Club

## 2024 Jubilee Stock Dog Arena and Farm Trials



September 27 – 30, 2024 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 08/15/2024 and close 09/13/2024, Checks payable to GAASC Mail to GAASC Trial Secretary 445 Shinall Gaines Rd NW Cartersville, GA 30121. **Entries postmarked before the 08/15/2024 opening date will be returned.**

Course Director: Cheryl Padgett [hardrockaussies@yahoo.com](mailto:hardrockaussies@yahoo.com)

Trial Secretary: Wendy Eldredge [wigglywendy@yahoo.com](mailto: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

### Friday judge – Russ Ford

### Monday judge – Tenley Dexter

Stock	Pre-entry	Day of	Head/Run	Maximum Runs
Cattle	\$65.00	\$70.00	5	
Ducks	\$45.00	\$50.00	5	combined
Sheep	\$55.00	\$60.00	5	32 runs
Mixed sheep & ducks	\$65.00	\$70.00	5/5	per trial
All 4 stock on same day	\$200.00	N/A		

NOTE: a set out dog will not be used

Divisions offered: Open, Advanced, FEO

Awards: flat ribbons for qualifying and 1<sup>st</sup> – 4<sup>th</sup>, 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 Saturday & Sunday

### Judges Russ Ford & Tenley Dexter

Saturday trials Judges: AM Russ Ford; PM Tenley Dexter

Sunday trials Judges: AM Tenley Dexter; PM Russ Ford

PM trial each day – judges cattle and sheep, judges ducks

Stock	Pre-entry	Day of	Head/Run	Runs Available
Cattle	\$60.00	\$65.00	3-5	combined
Ducks	\$40.00	\$45.00	5	50 runs
Sheep	\$50.00	\$55.00	3-5	per trial
All 3 stock per trial	\$135.00	N/A		

Divisions offered: Started, Open, Advanced, Working Junior Handler (not for title), Novice Handler and FEO

**Special Weekend Pre-entry Package, 2 farm trials all 4 stock and 4 arena trials all 3 stock  
 \$900.00**

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**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 FTCH, WTCH & new SDCH.

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

ON ALL DAYS Gates open at 7am. Handlers' meeting at 7:45am with trial starting immediately after. On Friday and Monday, 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. **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](mailto: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

All trials will be conducted under the rules and regulations of ASCA

Stockdog program.

The rule book is available at <https://asca.org/wp-content/uploads/2022/10/stockdogrules.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.

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**This is a private farm, please treat it with respect. Parking  
on the 5<sup>th</sup> and 8th is in the lower pasture.**

**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](http://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/>

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## 2024 Jubilee Stock Dog Arena and Farm Trials

### GAASC Farm Trial 1 – Cattle

Time: 20 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
<b>PEN #1</b> – move stock from Pen Specified by Judge through Front Alley into Pen 1 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 1 and gate closed</i>	<b>5</b>
<b>PEN #2</b> – move stock from Pen 1 into Front Alley <i>Starts when Pen #1 is complete, ends with stock in Front Alley</i>	<b>5</b>
<b>PEN #3</b> – move stock from Front Alley into Arena <i>Starts when Pen #2 is complete, ends with stock in Arena</i>	<b>5</b>
<b>TASK #1, FIELD WORK</b> – move stock towards far end of Arena, call dog off and move behind cone Advanced handler drives stock, Open handler may drive or fetch <i>Starts when Pen #3 is complete, ends with stock is settled at far end of Arena and dog/handler behind cone</i>	<b>20</b>
<b>GATHER</b> – 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 <i>Starts when dog leaves for Gather, ends with stock in Front Alley and gate closed</i>	<b>20</b>
<b>PEN #4</b> – move stock from Front Alley into Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	<b>10</b>
<b>SORT</b> – Advance sort 3 unmarked head, Open sort any 3 into Pen 3 from Pen 2, then reunite all in Pen 2 Sort direction at handler's discretion <i>Starts when Pen #4 is complete, ends after Sort with stock in Pen 2 and gate closed</i>	<b>25</b>
<b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Sort is complete, ends with stock in Pen 4</i>	<b>20</b>
<b>CHUTE</b> – move stock into chute for inspection then move through Back Alley into open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Footbath is complete, ends with stock re-penned and all gates reset</i>	<b>20</b>

# Greater Atlanta Australian Shepherd Club

## 2024 Jubilee Stock Dog Arena and Farm Trials

### GAASC Farm Trial 1 – Mixed Sheep & Ducks

Time: 15 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 of sheep in Pens G, H, I and J with Trailer gate open,

	Possible Score
<b>SHEEP Task</b> – enter arena through green gate and load grain in pan	
<b>SHEEP PEN #1</b> – move stock from Judge Specified Pen through Narrow Alley into pen B <i>Starts when handler opens gate Judge Specified Pen, ends with stock in pen B and gate closed</i>	5
<b>SHEEP TASK #1, TRAILER</b> – move stock from pen B through Narrow Alley and pen D to load stock into trailer Unload stock and move stock back through Pen D and Narrow Alley into pen B <i>Starts when PEN #1 is complete, ends after Trailer load/unload with stock in pen B and gate closed</i>	20
<b>SHEEP Additional task</b> – Move sheep from pen B into Arena, drive to feed pan <i>Starts when stock is in pen B green gate is opened into arena, ends after sheep are settled at feed pan</i>	20
<b>Gather</b> – Gather stock from arena and return to pen B All dogs start from cone. Advanced handler stays at cone while dog gathers stock, Open handler may move halfway to stock once dog is sent. <i>Starts when dog is sent, ends with stock in pen B and all gates reset</i>	20
<b>SHEEP PEN #2</b> – Move stock from pen B to holding pen via Narrow Alley. Advanced handlers must stay at gate until sheep are in holding pen. <i>Starts when handler opens Alley gate, ends with all stock in holding pen and all gates are reset</i>	5
<b>Time will stop when gate for SHEEP PEN #2 is closed. Time will restart when DUCK SORT starts.</b>	
<b>Release crated ducks into Duck pen 1</b>	
<b>DUCK SORT</b> – Sort 3 head from pen 1 to pen 2, reunite all stock into pen 1 <i>Starts when ducks are released and crate removed, ends when all ducks are</i>	25
<b>DUCK PEN #3</b> – move stock from pen 1 into pen 2 <i>Starts when Sort is complete, ends with stock in pen 2 and gate closed</i>	5
<b>DUCK PEN #4</b> – Move stock from pen 2 into pen 3 <i>Starts when Pen #3 is complete, ends when is in pen 3</i>	10
<b>DUCK CHUTE</b> – move stock into Chute for inspect/doctor. Advanced handler treats stock for parasites, Open handler inspects stock. Move ducks into crate <i>Starts when PEN #4 is complete, ends with stock contained in crate</i>	20

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### GAASC Farm Trial 1 – Sheep

Time: 15 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
<b>PEN #1</b> – move stock from Pen Specified by Judge through Front Alley into Pen 1 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 1 and gate closed</i>	5
<b>PEN #2</b> – move stock from Pen 1 into Front Alley <i>Starts when Pen #1 is complete, ends with stock in Front Alley</i>	5
<b>PEN #3</b> – move stock from Front Alley into Arena <i>Starts when Pen #2 is complete, ends with stock in Arena</i>	5
<b>TASK #1, FIELD WORK</b> – move stock towards far end of Arena, call dog off and move behind cone Advanced handler drives stock, Open handler may drive or fetch <i>Starts when Pen #3 is complete, ends with stock is settled at far end of Arena and dog/handler behind cone</i>	20
<b>GATHER</b> – 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 <i>Starts when dog leaves for Gather, ends with stock in Front Alley and gate closed</i>	20
<b>PEN #4</b> – move stock from Front Alley into Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	10
<b>SORT</b> – Advance sort 3 unmarked head, Open sort any 3 into Pen 3 from Pen 2, then reunite all in Pen 2 Sort direction at handler's discretion <i>Starts when Pen #4 is complete, ends after Sort with stock in Pen 2 and gate closed</i>	25
<b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Sort is complete, ends with stock in Pen 4</i>	20
<b>CHUTE</b> – move stock into chute for inspection then move through Back Alley into open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Footbath is complete, ends with stock re-penned and all gates reset</i>	20

# Greater Atlanta Australian Shepherd Club

## 2024 Jubilee Stock Dog Arena and Farm Trials

### GAASC Farm Trial 1 – Ducks

Time: 15 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
<b>GATHER</b> – 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 <i>Starts when dog leaves for Gather, ends with stock in Pen 1 with gate closed</i>	<b>20</b>
<b>PEN #1</b> – 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 <i>Starts Pen 1 gate is closed, ends with stock in Pen 2 and gate closed</i>	<b>6</b>
<b>PEN #2</b> – move stock from Pen 2 into Pen 3 <i>Starts when Pen #1 is complete, ends with stock in Pen 3 and gate closed</i>	<b>6</b>
<b>SORT</b> – sort 3 unmarked head into Pen 2 from Pen 3 then reunite all in Pen 3 <i>Starts when Gather is complete, ends after Sort with stock in Pen 3 and gate closed</i>	<b>25</b>
<b>TASK #2, FOOTBATH</b> – move stock thru Footbath <i>Starts when Pen #2 is complete, ends when stock passes through Footbath</i>	<b>20</b>
<b>CHUTE</b> – move stock into Chute, inspect/doctor than release into Pen 3 Advanced handler treats stock for parasites, Open handler inspects stock <i>Starts when Footbath is complete, ends with stock in Pen 3 and both Footbath &amp; Chute gates closed</i>	<b>20</b>
<b>PEN #3</b> – move stock from Pen 3 into Pen 2 <i>Starts when Chute is complete, ends with stock in Pen 2 and gate closed</i>	<b>6</b>
<b>PEN #4</b> – move stock from Pen 2 through Pen 1 into Arena <i>Starts when Pen #3 is complete, ends with stock in Arena and gate closed</i>	<b>7</b>
<b>TASK #2, BRIDGE/UNDERPASS</b> – move stock over Bridge through Underpass and into Take/Exhaust Pen <i>Starts when Pen #4 is complete, ends with stock in Exhaust Pen and all gates reset</i>	<b>20</b>

# Greater Atlanta Australian Shepherd Club

## 2024 Jubilee Stock Dog Arena and Farm Trials

### GAASC Farm Trial 2 – Cattle

Time: 20 minutes, warnings at 10 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.

Task	Possible Score
<p><b>PEN #1</b> – move stock from Pen Specified by Judge through Front Alley into Pen 2  <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate closed</i></p>	<b>8</b>
<p><b>SORT</b> – Advance sort 3 unmarked head, Open sort any 3, into Pen 3 from Pen 2,  then reunite all in Pen 2 Sort direction at handler's discretion   <i>Starts when Pen #4 is complete, ends after Sort with stock in Pen 2 and gate closed</i></p>	<b>25</b>
<p><b>PEN #2</b> – move stock from Pen 2 through Front Alley to Arena  <i>Starts when Sort is complete, ends with stock in Arena</i></p>	<b>7</b>
<p><b>TASK #1, FIELD WORK</b> – move stock towards far end of Arena,  call dog off and move behind cone  Advanced handler drives stock, Open handler may drive or fetch  <i>Starts when Pen #2 is complete, ends with stock at far end of arena and dog/handler behind cone</i></p>	<b>20</b>
<p><b>GATHER</b> – 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  <i>Starts when dog leaves for Gather, ends with stock in Front Alley and gate closed</i></p>	<b>20</b>
<p><b>PEN #3</b> – move stock from Front Alley into Pen 1  <i>Starts when Gather is complete, ends with stock in Pen 1 and gate closed</i></p>	<b>5</b>
<p><b>PEN #4</b> – move stock from Pen 1 into Pen 2  <i>Starts when Pen #3 is complete, ends with stock in Pen 2 and gate closed</i></p>	<b>5</b>
<p><b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath into Pen 4  <i>Starts when Pen #4 is complete, ends with stock in Pen 4</i></p>	<b>20</b>
<p><b>CHUTE</b> – move stock into chute for inspection then move through Back Alley into open pen  Advanced handler sprays stock for parasites, Open handler inspects stock  <i>Starts when Footbath is complete, ends with stock re-penned and all gates reset</i></p>	<b>20</b>



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### GAASC Farm Trial 2 – Mixed Sheep & Ducks

Time: 15 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 sheep in Pens G, H, I and J with Trailer gate open, 5 head of ducks will be set out for Gather and all gates set.

Task	Possible Score
<b>SHEEP PEN #1</b> – move stock from Judge Specified Pen through Narrow Alley into Pen B <i>Starts when handler opens gate Judge Specified Pen, ends with stock in Pen B and gate closed</i>	<b>5</b>
<b>SHEEP Additional task</b> – drive sheep from Pen B to feed pan in Arena Sort direction at handler's discretion <i>Starts when Pen #1 is complete, ends after Sort with stock in Pen B and gate closed</i>	20
<b>GATHER</b> – gather sheep from arena into Pen B	20
<b>SHEEP TASK #1, TRAILER</b> – move stock from Pen B through Narrow Alley and Pen D to load stock into trailer Unload stock and move stock back through Pen D and Narrow Alley into Pen B <i>Starts when Sort is complete, ends with stock in Pen B and gate closed</i>	20
<b>SHEEP PEN #2</b> – 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 anywhere <i>Starts when Trailer is complete, ends after Trailer load/unload with stock in open pen and all gates closed</i>	5
<b>Time will stop when gate for SHEEP PEN #2 is closed. Time will restart when DUCK GATHER starts.</b>	
<b>DUCK PEN #3</b> – move stock from Pen 1 into Pen 2 <i>Starts when handler opens gate Pen 1 gate, ends with stock in Pen 2 and gate closed</i>	5
<b>DUCK SORT</b> – Sort 3 ducks from pen 2 into pen 3. Reunite all ducks into pen 2 <i>Starts when Pen 2 gate is closed, ends when all stock is in pen 2 and gate closed</i>	25
<b>DUCK PEN #4</b> – move stock from pen 2 into pen 1, then back through pen 2 and into pen 3 <i>Starts when Sort is complete, ends with stock in pen 3</i>	10
<b>DUCK TASK, FOOTBATH</b> – move stock through Footbath <i>Starts when Pen #4 is complete, ends with stock Footbath</i>	20
<b>DUCK CHUTE</b> – move stock into Chute for inspect/doctor. Advanced handler treats stock for parasites, Open handler inspects stock. Move ducks into crate <i>Starts when PEN #4 is complete, ends with stock contained in crate</i>	20

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## 2024 Jubilee Stock Dog Arena and Farm Trials

### GAASC Farm Trial 2 – Sheep

Time: 15 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.

Task	Possible Score
<b>PEN #1</b> – move stock from Pen Specified by Judge through Front Alley into Pen 2 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate closed</i>	<b>8</b>
<b>SORT</b> – Advance sort 3 unmarked head, Open sort any 3, into Pen 3 from Pen 2, then reunite all in Pen 2 Sort direction at handler’s discretion  <i>Starts when Pen #4 is complete, ends after Sort with stock in Pen 2 and gate closed</i>	<b>25</b>
<b>PEN #2</b> – move stock from Pen 2 through Front Alley to Arena <i>Starts when Sort is complete, ends with stock in Arena</i>	<b>7</b>
<b>TASK #1, FIELD WORK</b> – move stock towards far end of Arena, call dog off and move behind cone Advanced handler drives stock, Open handler may drive or fetch <i>Starts when Pen #2 is complete, ends with stock at far end of arena and dog/handler behind cone</i>	<b>20</b>
<b>GATHER</b> – 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 <i>Starts when dog leaves for Gather, ends with stock in Front Alley and gate closed</i>	<b>20</b>
<b>PEN #3</b> – move stock from Front Alley into Pen 1 <i>Starts when Gather is complete, ends with stock in Pen 1 and gate closed</i>	<b>5</b>
<b>PEN #4</b> – move stock from Pen 1 into Pen 2 <i>Starts when Pen #3 is complete, ends with stock in Pen 2 and gate closed</i>	<b>5</b>
<b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Pen #4 is complete, ends with stock in Pen 4</i>	<b>20</b>
<b>CHUTE</b> – move stock into chute for inspection then move through Back Alley into open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Footbath is complete, ends with stock re-penned and all gates reset</i>	<b>20</b>

# Greater Atlanta Australian Shepherd Club

## 2024 Jubilee Stock Dog Arena and Farm Trials

### GAASC Farm Trial 2 – Ducks

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

Tie Breaker: #1 SORT, #2 GATHER

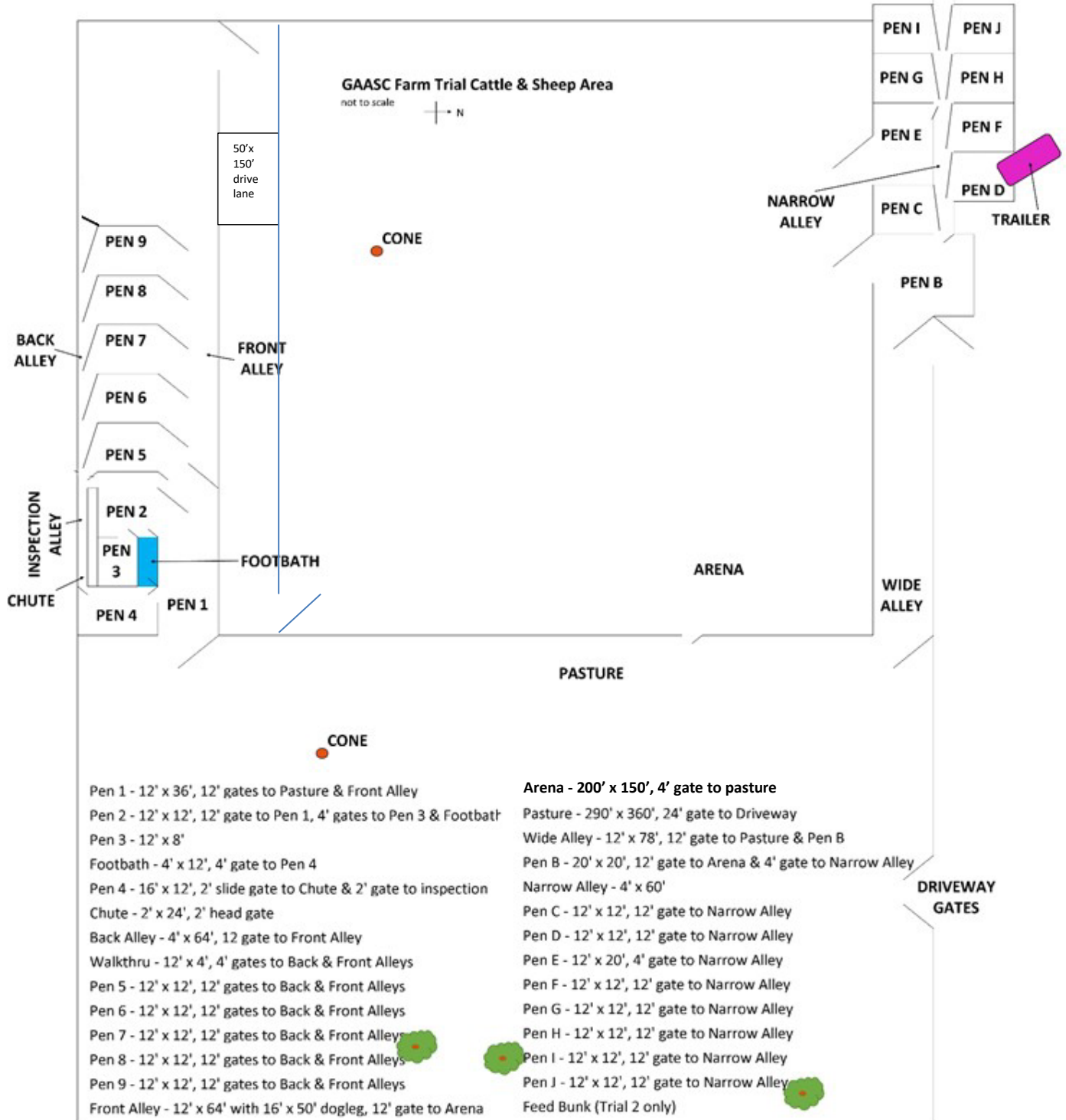
Tasks must be attempted in order.

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

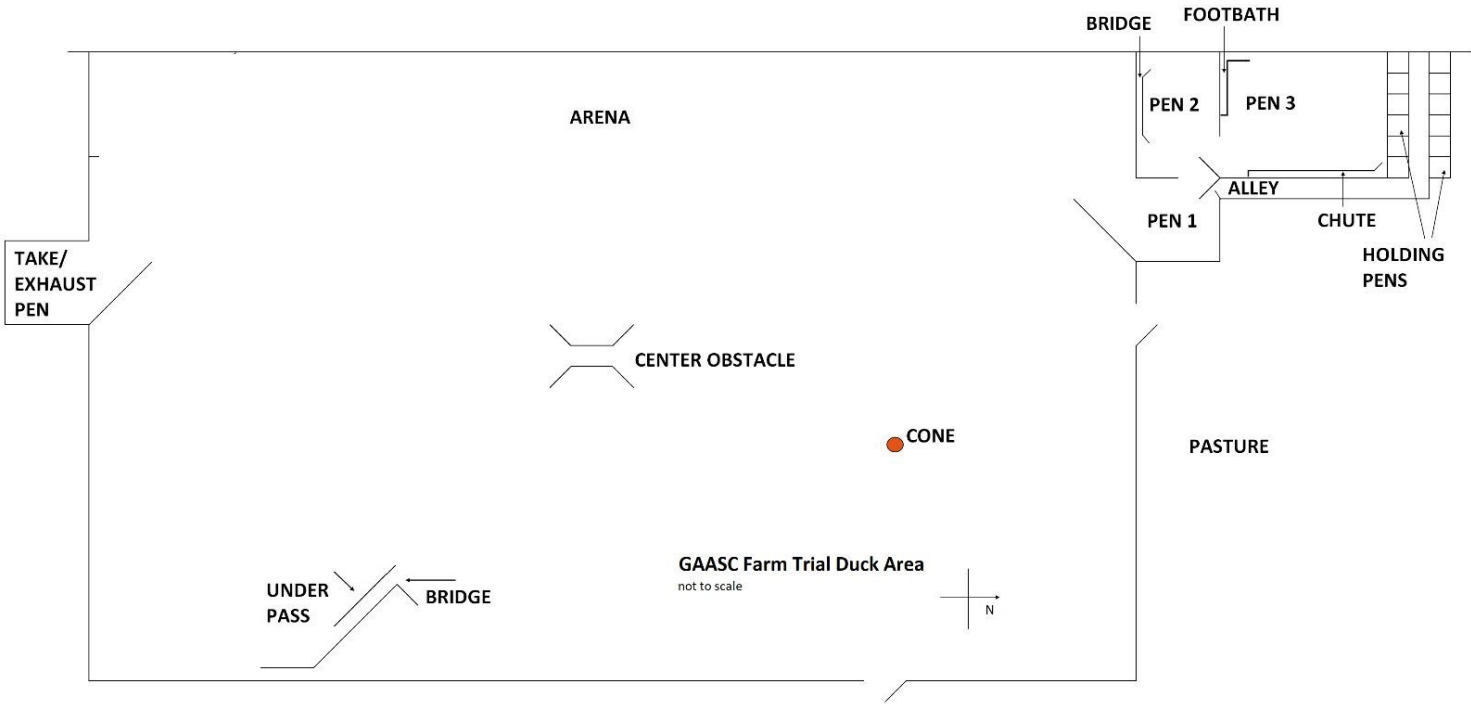
Course will start with 5 head (2 marked) of stock in Take/Exhaust Pen and all gates set.

Task	Possible Score
<b>PEN #1</b> – move stock from Take/Exhaust Pen into Arena <i>Starts when gate is opened, ends with stock in Arena and gate closed</i>	6
<b>TASK #1 BRIDGE/UNDERPASS</b> – move stock over Bridge through Underpass Call dog off stock and move behind cone <i>Starts when Pen #1 is complete, ends with stock in Arena at south end by Take/Exhaust Pen and dog/handler behind cone</i>	20
<b>GATHER</b> – 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 <i>Starts when dog leaves for Gather, ends with stock in Pen 1 with gate closed</i>	20
<b>PEN #2</b> – move stock from Pen 1 through Pen 2 into Pen 3 <i>Starts when Gather is complete, ends with stock in Pen 3 and gate closed</i>	6
<b>TASK #2, FOOTBATH</b> – move stock thru Footbath <i>Starts when Pen 2 is complete, ends when stock passes through Footbath</i>	20
<b>SORT</b> – sort 3 unmarked head into chute, then move remaining stock into chute <i>Starts when Footbath is complete, ends with all stock in chute.</i>	25
<b>CHUTE</b> – move stock thru Chute, inspect/doctor than release into Pen 3 Advanced handler treats stock for parasites, Open handler inspects stock <i>Starts when sort is complete, ends with stock in Pen 3 and both Footbath &amp; Chute gates closed</i>	20
<b>PEN #3</b> – move stock from Pen 3 into Pen 2 <i>Starts when Chute is complete, ends with stock in Pen 2 and gate closed</i>	6
<b>PEN #4</b> – move stock from Pen 2 through Pen 1 into Arena <i>Starts when Pen #3 is complete, ends with stock in Arena and gate closed</i>	7

# Greater Atlanta Australian Shepherd Club 2024 Jubilee Stock Dog Arena and Farm Trials



# Greater Atlanta Australian Shepherd Club 2024 Jubilee Stock Dog Arena and Farm Trials



- 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