# ASC of AZ
## Working Trial

## Fall 2024
**ASCA Sanction Pending**

## 2 Post Advanced
**Sept 10, 2024**
## FARM TRIAL
**Sept 11th & 12th, 2024**
## 6 ARENA TRIALS (AM/PM)
**Sept 13th, 14th & 15th, 2024**

**Tuesday Post Advanced Course B Trial 1 & 2 trials - Cattle & Sheep**
**Wednesday & Thursday Farm Trial 30 Sheep/30 Geese/24 Cattle**
**Friday (Trial #1 Trial #2) Course A - All Stock**
**Saturday (Trial #3 Trial #4) Course A – All Stock**
**Sunday (Trial #5 Trial #6) Course G – All Stock**
**25 Sheep/ 25 Cattle /25 Geese**
*\*3-5 head of stock depending on entries & availability of stock*
*No set out dog for farm trials*

**Dates/Times**:         **All Handlers Meetings will start at 8:00am each day**
                DAY OF TRIAL ENTRIES: 7:30 am

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

| | **Jan Wesen** | **David Clayton** | **Nate Bake** |
|---|---|---|---|
| **Tuesday #1** | Sheep | Cattle | |
| **Tuesday Trial #2** | Cattle | Sheep | |
| **Wednesday-Farm** | Sheep | Cattle | Geese |
| **Thursday-Farm** | Cattle | Geese | Sheep |
| **Friday** | Geese/Sheep | Sheep/Cattle | Cattle/Geese |
| **Saturday** | Cattle/Geese | Geese/Sheep | Sheep/Cattle |
| **Sunday** | Sheep/Cattle | Cattle/Geese | Geese/Sheep |

| **Entries** | | | |
|---|---|---|---|
| | Pre-Entry Geese $50.00 | Day of Trial | $55.00 |
| | Pre-Entry Sheep $60.00 | Day of Trial | $65.00 |
| | Pre-Entry Cattle $65.00 | Day of Trial | $70.00 |

**NO PRE-ENTRIES ACCEPTED PRIOR TO A POSTMARK DATE OF August 12, 2024.  PRE-ENTRIES MUST BE POSTMARKED BY September 3, 2024 –** Entries must have a 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.**

## SILVER BELT BUCKLES
### *POST Advanced and Farm Trial scores DO NOT apply.*
**BUCKLES WILL BE GIVEN ON SUNDAY SEPT 15th , FOR A 3-DAY HIGH COMBINED SCORE AUSSIE (WTCH & NON-WTCH) HIGH COMBINED OTHER BREED, MOST PROMISING STARTED AUSSIE, MOST PROMISING STARTED OTHER BREED.**  To qualify for any of the 3-day buckle awards, the same dog must be entered in at least 1 ARENA trial per day on all three stocks.  If entered in multi trials per day, the highest scoring trial for that day will be used to calculate the High Combined score.

## MOST VERSATILE AUSTRALIAN SHEPHERD
### *SATURDAY SCORES ONLY WILL BE APPLIED TOWARD MVA*
See attached flyer for requirements.

### MOST PROMISING STARTED AUSSIE (MPSA) AND MOST PROMISING OTHER BREED (MPS-OB)
#### *Farm Trial and Post Advanced scores DO Not apply*
Dog must be entered in the Started Class on all three stock for all 3 days. To qualify the same dog must be entered in at least 1 arena trial per day on all three stocks.  If entered in multi trials per day, the highest scoring trial for that day will be used to calculate the combined score.   Dogs entered in this class are not eligible for other High Combined awards.  Only qualifying scores will be used to calculate this award. **Please indicate on the entry form if you're competing for MPSA or MPSOB.**

### HIGH COMBINED AUSSIE (WTCH & Non-WTCH) & HIGH COMBINED OTHER BREED
#### *Farm Trial and Post Advanced scores DO NOT apply*
Dog must be entered on all three stock for all 3 days. To qualify the same dog must be entered in at least 1 arena trial per day on all three stocks.  If entered in multi trials per day, the highest scoring trial for that day will be used to calculate the High Combined score.  Only qualifying scores will be used to calculate this award.
**Please indicate on the entry form if your Aussie has a WTCH.**

**Daily Awards:** Ribbons and/or awards will be given for 1st – 4th 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, 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**

                 **Lisa Goss**
                 **623-326-8132**
                 **lgossaz@gmail.com  NEW EMAIL ADDRESS**

## MOST VERSATILE AUSSIE (Saturday Only)

**Open to Australian Shepherds only**. To be eligible for this award, the words "MOST VERSATILE AUSSIE" **must** be entered on the "Additional Class" line of the conformation, obedience, rally and working entry forms. A rosette will be given to all qualifiers for this award. A trophy and/or rosette will be offered to the winner of this award.

This award is based upon the dog's combined performance in all three areas of competition. To earn the Most Versatile Aussie Award, each entry must earn a score from the Conformation Evaluation and a qualifying score from a regular Stock Dog class, and a Performance Score. Ties for awarding the Most Versatile Aussie Award and placements will be broken using the highest Stock Dog score as calculated for MVA points. In case that a tie still exists, the dog with the highest conformation score as calculated for MVA points will win. If a tie still exists then both dogs will receive an award.

**Conformation Evaluation – Must submit conformation entry form with MVA on it**

1. One hundred points are available. The form and point schedule used will be provided to the evaluator. For MVA scoring, the total evaluation will be doubled to keep it weighted appropriately with other events.
2. This class will not be placed, and no awards will be given. The score given by the evaluator will be used.
3. This class is open to spayed and neutered animals as well as intact animals.

**Stock Dog – Please note on your StockDog entry form if you are competing in MVA**

1. The dog will receive the Q points for all qualifying scores received in stock.
2. Score points will be tabulated by taking the dog's actual score and subtracting either 69(started) points or 88(open & advanced) points, to arrive at the number of points they earned above the necessary Q level. This will be tabulated for each qualifying score.
3. Points will be computed as follows:
   Advanced = 50 points + score-88
   Open = 35 = score-88
   Started = 20 points + score-69

**Performance Score**
The dog must receive one MVA score from one of the two performance categories offered, obedience and rally. All performance scores will be calculated and tabulated as noted and will be included in the total MVA score for the dog.

**OBEDIENCE - Please note on your Obedience entry form if you are competing in MVA**
1. Scores from a regular class will be used to compute MVA points. Scores from all C classes are included MVA competition.
2. Q points will be awarded to the dog for a qualifying score. If the dog is competing in Utility and Open, the second qualifying run will be awarded Score points only.
3. Score points will be awarded to the dog by subtracting 170 from the actual score the dog received in competition. The difference will be the score points awarded to the dog.
4. Points will be computed as follows for the first Qualifying score. If the dog is competing in both Utility and Open, only score points are awarded for the second Qualifying score in Obedience
   Utility = 70 Q points + Actual score – 170 pts
   Open = 55 Q points + actual score -170 pts
   Novice = 40 Q points + Actual score – 170 pts

**RALLY - Please note on your rally entry form if you are competing in MVA**

1. Scores from A or B Advanced, Excellent or Masters class will be used to compute MVA points. Scores from Novice and C classes are eligible for MVA competition.
2. Q points will be awarded to the dog for a qualifying score. If the dog is competing in Masters and Excellent, the second qualifying run will be awarded score points only.
3. Score points will be awarded to the dog by subtracting 170 from the actual score the dog received in the competition. The difference will be the score points awarded to the dog.
4. Points will be computed as follows for the first qualifying score. If the dog is competing in both Masters and Excellent, only score points are awarded for the second Qualifying score in Rally.
   1. Masters = 50 Q points + Actual score – 170 pts
   2. Excellent = 35 Q points + Actual score – 170 pts
   3. Advanced = 20 Q points + Actual score – 170 pts

Bitches in season entered in Versatility must be accommodated in the Rally trial and will run last at the end of the day. Qualifying scores received will count for Versatility only.

# See ASC of AZ website for Fliers and information for the Conformation shows, Rally trials & Obedience Trials.

# http://www.ascofaz.net/Home.html

# 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 as space is limited. |
| **Hotels:** | Green Tree Inn<br>7875 E Hwy 69<br>Prescott Valley, Az 86314<br>928-772-8600 |
| | Americans Best Value Inn<br>8383 E State Route 69<br>Prescott Valley, Az 86314<br>928-772-2200 |
| **Veterinarians:** | Kachina Animal Hospital 928-772-8225<br>12226 E Turquoise Circle<br>Dewey, Az 86327 |

**Directions to NEW Facility:** <mark>14352 E. State Route 169</mark> (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*

*_____Most Promising Started Aussie*

*_____Most Promising Started Other Breed*
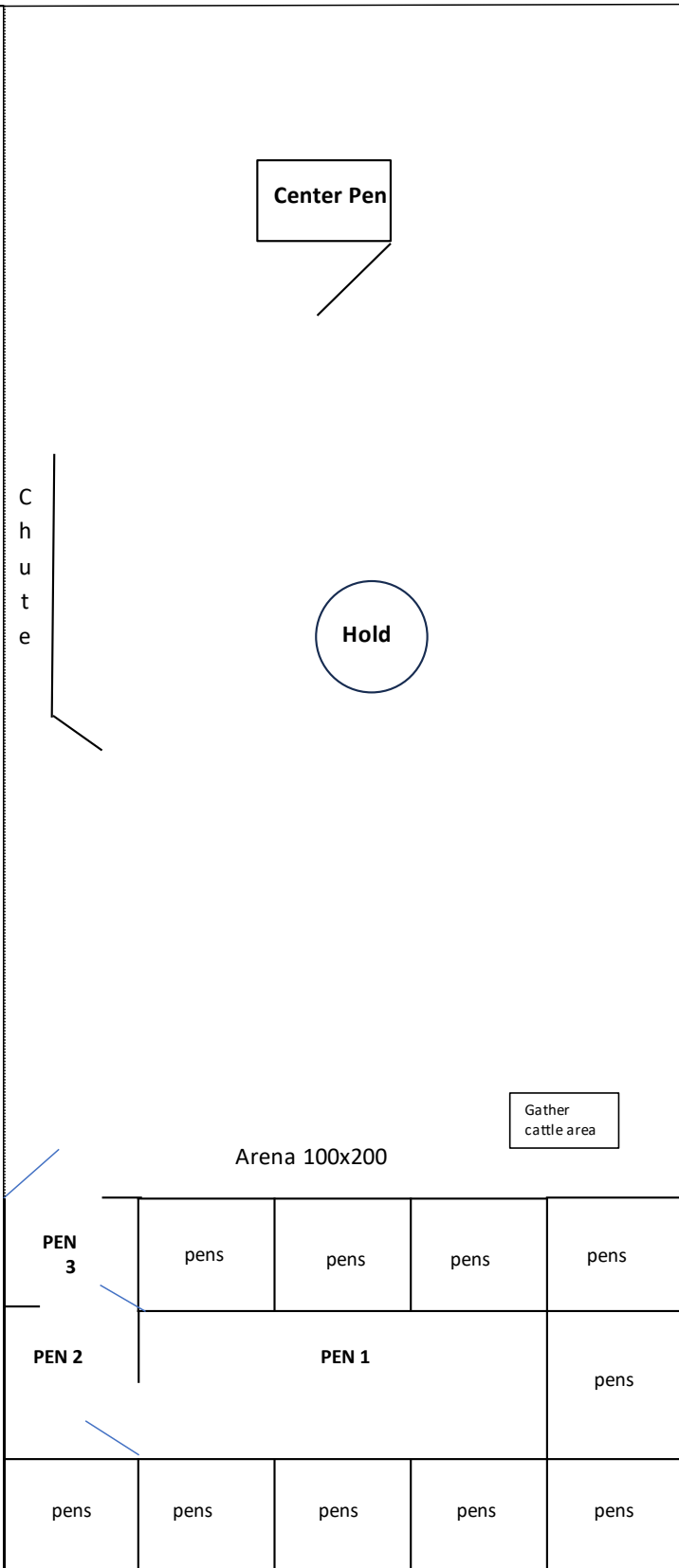
*_____High in Trial Champion of Record*

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

# ASC of AZ Farm Map A
# Cattle Course

**1. TAKE 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. TAKE 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 -** Push stock to other side 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: **Adv:** Stays at wing of chute until stock goes through. **Open:** May go anywhere. *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 to center of arena, wait for judge to call hold. *Starts when center pen gate opens, ends when judge calls hold. (20pts)*

**8. PEN –** Take stock 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

Center Pen

C
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Hold

Gather cattle area

Arena 100x200

| PEN 3 | pens | pens | pens | pens |
|---|---|---|---|---|
| PEN 2 | PEN 1 | | | pens |
| pens | pens | pens | pens | pens |

# ASC of AZ Farm Map B
# Cattle Course

**1. TAKE 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. TAKE 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 -**Push stock to other side 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

**"Z" Obstacle**

............................................................

**Advanced Handler Line**

**C
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**HOLD**

Gather Cattle area

Arena 100x200

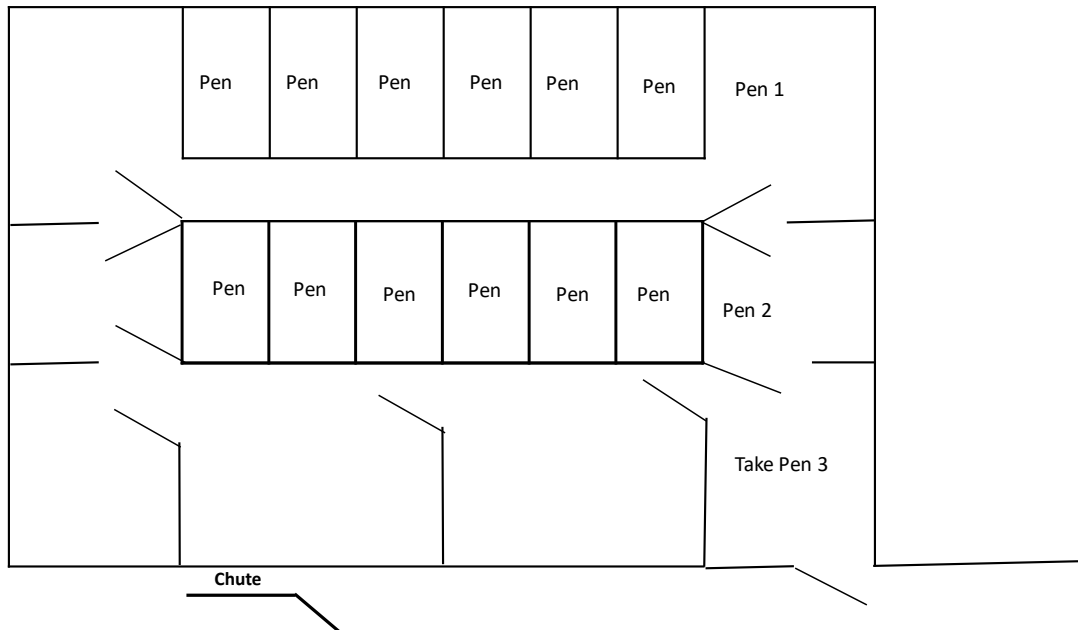| PEN 3 | Pen | Pen | Pen | PEN 4 |
| PEN 2 | | PEN 1 | | Pen |
| Pen | Pen | Pen | Pen | Pen |

# ASC of AZ Farm Map A
# Sheep Course

1.  **TAKE 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 to 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**

# ASC of AZ Farm Map B
# Sheep Course

1.  **TAKE 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**

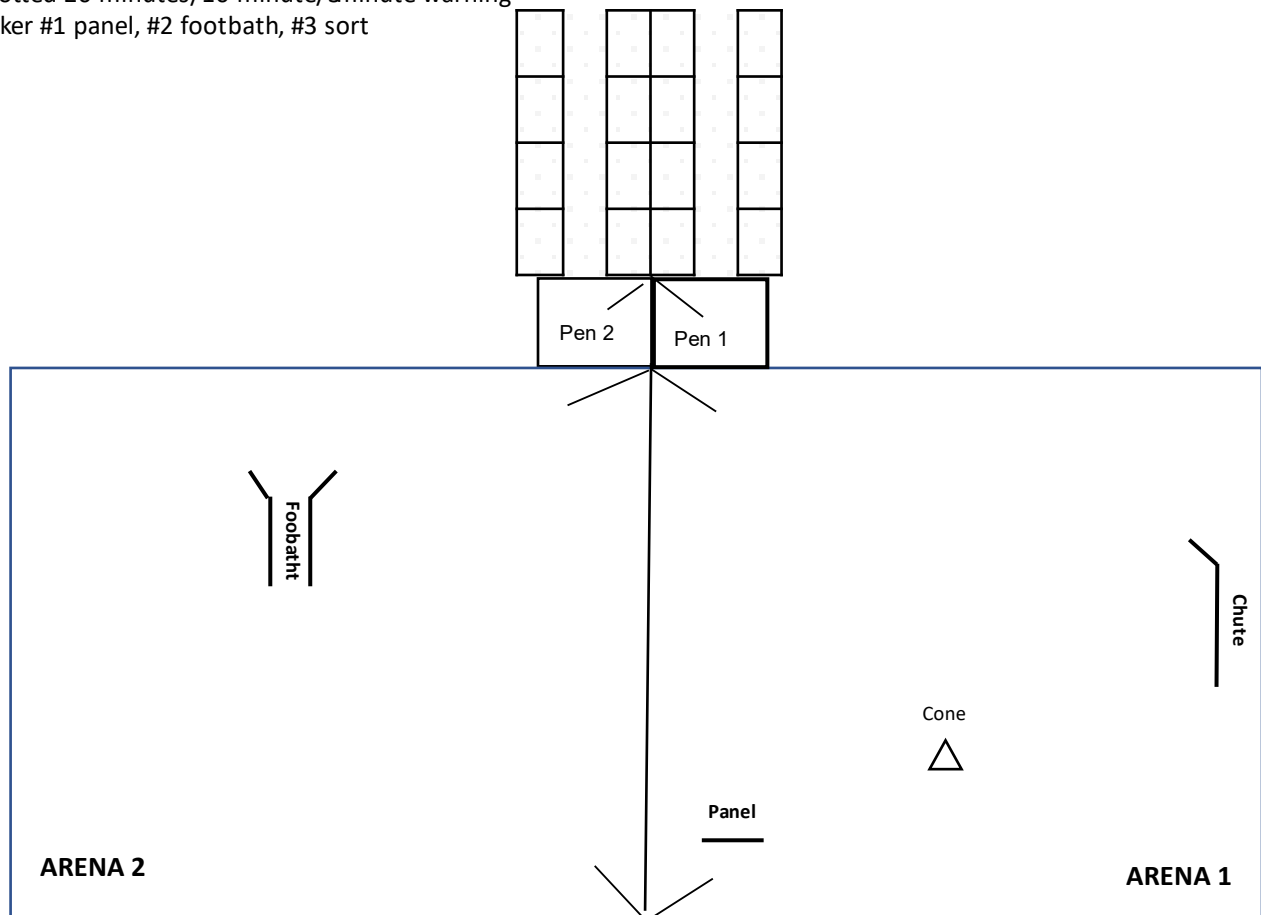**Tie Breaker: #1 sort, #2 panels, #3 gather**
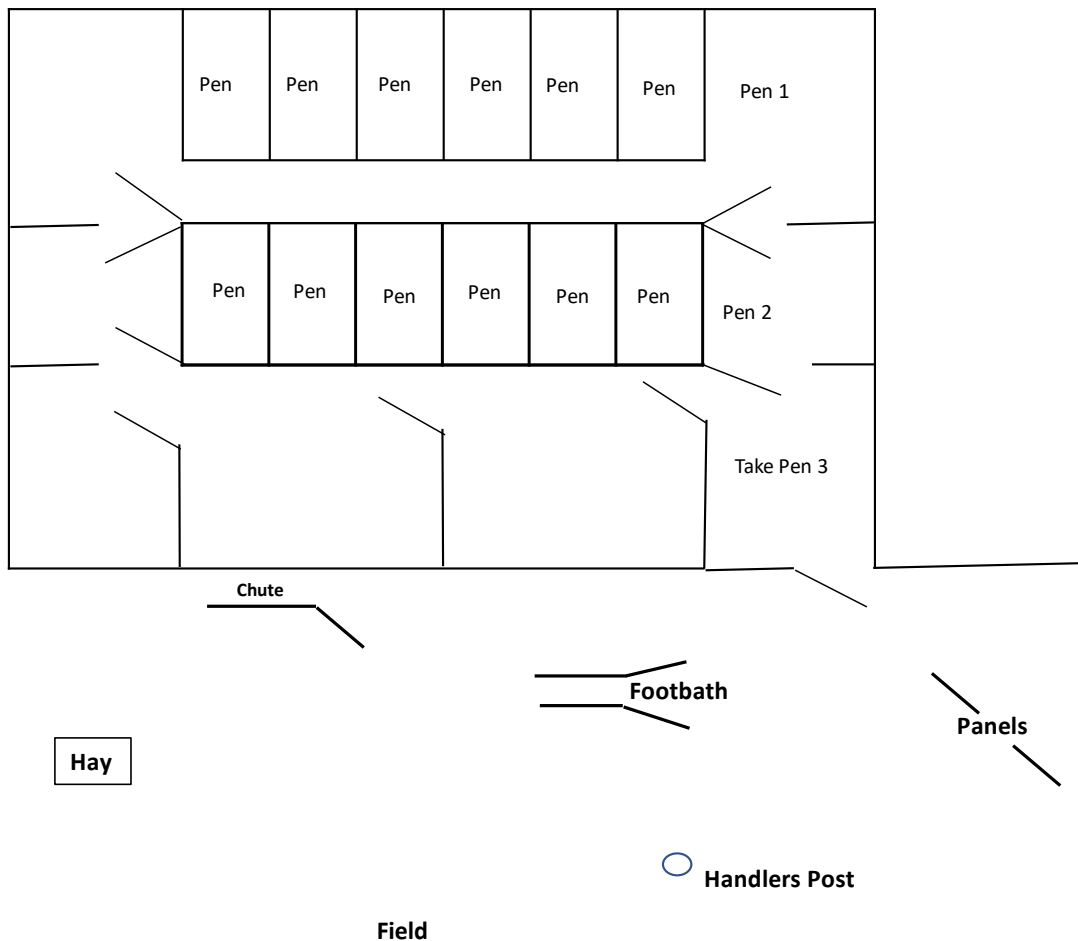
# ASC of AZ Farm Trial Map A
## Geese Course

1. **TAKE 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**-From cone go through chute. *Starts when stock at cone, ends when last head exits chute. (20pts)*

4. **PANEL**- Drive/fetch Geese through free standing panel. **Adv:** must stay behind the plane of the cone and drive geese through panel. **Open**- May fetch to panel. *Starts when stock exit chute, ends when last head exits panel. (20pts)*

5. **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)*

6. **PEN** - Take geese from pen 1 to pen #2. *Starts when arena gate closed, ends when middle gate to pen 2 is closed. (5pts)*

7. **TAKE PEN**- Take geese from pen 2 into Arena 2. *Starts when arena gate opens, ends when all stock in arena (5pts)*

8. **FOOTBATH**-Drive/fetch geese to and through footbath. *Starts when arena gate closed, ends when last head exits footbath. (20pts)*

9. **PEN** -Take through pen 2 into pen 1. *Starts when all stock exit footbath, ends when all stock are in pen 1. (10pts)*

Time allotted 20 minutes/10 minute/3 minute warning
Tie Breaker #1 panel, #2 footbath, #3 sort
*8.*

# ASC of AZ Farm Trial Map B
# Geese Course

1. **TAKE 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**-From cone go through chute. ***Starts when stock at cone, ends when last head exits chute. (20pts)***

4. **PANEL**- Drive/fetch Geese through free standing panel. **Adv:** must stay behind the plane of the cone and drive geese through panel. **Open:** May fetch to panel. ***Starts when stock exit chute, ends when last head exits panel. (20pts)***

5. **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)***

6. **PEN**   - Take stock from Pen 1 to pen #2. ***Starts when arena gate closed, ends when middle gate to pen 2 is closed. (5pts)***

7. **TAKE PEN**   - Take stock from pen 2 into Arena 2. ***Starts when arena gate opens, ends when all stock in arena (5pts)***

6. **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. **PEN**-Take through pen 2 into pen 1. ***Starts when center pen gate closed, ends when all stock are in pen 1. (10pts)***

Time allotted 20 minutes/10 minute/3 minute warning
Tie Breaker #1 panel, #2 center pen, #3 sort