**ASCA SANCTIONING PENDING**

**FLOCK TO THE FARM**

**ASCA SHEEP, DUCK, & MIXED FARM TRIALS**

**August 29 & 30, 2020**

All ASCA Farm Trial Rules will be followed.
Open to all ASCA Recognized Herding Breeds. All non-ASCA registered Aussies/other herding breeds must have an ASCA Q tracker number.


Per ASCA’s guidelines, competitors showing any symptoms or with relatives showing symptoms must stay home and not participate in events. People who test positive or have relatives who test positive for coronavirus should follow state and local quarantine rules. Entry fees will be refunded for any COVID-19 related cancellations.

**Location:** Shadowdance Farm, 2658 County Road I, Saukville, WI 53080

**Judges:** AUGUST 29 ~ Judge Marie Murphy
AUGUST 30 ~ Judge Marie Nagano

**Entries:**
- Sheep -- Pre-entry: $55  Gate entry: $65
- Ducks -- Pre-entry: $45  Gate entry: $55
- Mixed -- Pre-entry: $50  Gate entry: $60

Classes offered: Open, Advanced, FEO
5-7 head of stock each class depending on entry numbers. 10 runs Sheep, 10 Duck, 10 Mixed (though totals may be adjusted depending on entries).

Pre-entry for Australian Shepherds opens June 29, all other breeds July 6.

No entries will be accepted if postmarked prior to opening date. No electronic entries.
Pre-entries close August 21. 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 will run in order but must be kept away from the arenas when not running.

**Mail Entries with Check made out to 3 Sheeps ASC to:** Kathi Schwengel
Please use current ASCA Entry Form
2658 County Road I
Saukville, WI 53080

**Handler's meeting:** 7:30 am each day with trial beginning immediately after.
Ducks first, followed by Sheep, then Mixed.

**Awards:** Daily 1-4 Placement Ribbons ~ HIT Sheep ~ HIT Duck ~ HIT Mixed
Weekend High Combined Belt Buckle sponsored by Tara Worron ~ Saltfleet Aussies (highest combined scores accumulated over weekend)
Course Director: Kathi Schwengel
FMI: kls@shadowdanceaussies.com

DIRECTIONS: Shadowdance Farm is located at 2658 County Road I. We are on the east side of County Road I in the town of Saukville, between Hwy 60 (to the south) and Hwy 33 (to the North). There is a sign at the end of the drive.

We have a shared drive so please go slow and watch for traffic.

From the southwest: Hwy 60 east towards Grafton. North on Hwy I 3.25 miles.

From the northwest: Hwy 33 east towards Saukville. South on Hwy I approximately 1.5 miles.

From Hwy 43 either direction: Exit Hwy 33/Saukville west. Hwy 33 through town approximately 1 mile. Hillcrest Road is angled off Hwy 33 on the left, ½ block after the last set of lights (Casey’s station on that corner). Left on Hillcrest to Hwy I. Left on I approximately ½ mile.

AREA HOTELS:

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<thead>
<tr>
<th>Hotel</th>
<th>Address</th>
<th>Phone</th>
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<tbody>
<tr>
<td>Motel 6</td>
<td>180 S Foster St</td>
<td>(262) 284-9399</td>
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<tr>
<td>Saukville, WI 53080</td>
<td></td>
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</tr>
<tr>
<td>Country Inn &amp; Suites</td>
<td>350 E Seven Hills Rd</td>
<td>(262) 284-2100</td>
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<tr>
<td>Port Washington, WI 53074</td>
<td></td>
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<tr>
<td>Baymont Inn &amp; Suites</td>
<td>1415 N Port Washington Rd</td>
<td>(262) 387-1180</td>
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<tr>
<td>Grafton, WI 53024</td>
<td></td>
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<tr>
<td>Hampton Inn &amp; Suites</td>
<td>1385 Gateway Drive</td>
<td>(262) 474-1000</td>
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<td>Grafton, WI 53024</td>
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**Please check individual hotels for pet policies.**
SHEEP FARM TRIAL - SATURDAY 20 minutes with warnings at 10 minutes & 3 minutes
All tasks must be attempted in order listed. Ties broken by Sort then Gather.

1. Chute (20 pts)
   Move Sheep from Barnyard into Chute, doctor/inspect, release into Barnyard. Handler and Dog may work together to load Sheep into chute.
   Task begins when leash is removed. Task is complete when last head leaves Chute and Chute end-gate is closed.

2. Gate Sort (25 pts)
   Sort marked Sheep into P1. Sort direction at handler's discretion; may sort from Barnyard or load sheep into P1 and sort out.
   Task begins when Chute end-gate is closed and is complete when marked Sheep are in P1 and gate is closed.

3. Pen Work -- 1 of 4 (6 pts)
   Move marked Sheep from P1 into HP. Dog should assist Handler in pens.
   Task begins when P1 gate is opened. Task is complete when Sheep are in HP and gates are closed.

4. Pen Work -- 2 of 4 (6 pts)
   Move unmarked Sheep from Barnyard, into P1, and exhaust into P2.
   Task begins when Task #3 is complete and ends when Sheep are exhausted into P2 and gates are closed.

5. Pen Work -- 3 of 4 (7 pts)
   Move marked Sheep from HP and combine in P2 with unmarked Sheep.
   Open: Handler and Dog can move Sheep between pens (through P1).
   Advanced: Handler and Dog move Sheep from HP and into Arena A before combining them in P2.
   Task begins when HP gate is opened and ends when all Sheep are in P2 and gates are closed.

6. Pen Work -- 4 of 4 (6 pts)
   Move Sheep from P2 into Arena A.
   Open: Handler may assist Dog in pen.
   Advanced: Dog should work alone in pen.
   Task begins when gate to P2 is opened. Task is complete when Sheep are in Arena A and gate to P2 is closed.

7. Gather (20 pts)
   Handler and Dog will set up at Gate 1. Sheep must be brought to Gate 1, then exhausted into Field E.
   Open: Dog remains at Gate 1, Handler may position themselves half way between Dog and Sheep before sending Dog to gather.
   Advanced: Handler and Dog remain at Gate 1. Dog is sent from Handler's side.
   Task begins when Dog is sent and is complete when Sheep are exhausted into Field E and Gate 1 is closed.

8. Task 1 of 2 -- Field Work (20 pts)
   Move Sheep across Field E to cone, and then to Gate 2. Handler and Dog may approach Sheep together, or Handler may send Dog from side.
   Open: May fetch or drive Sheep.
   Advanced: Drive Sheep to Gate 2. Handler may position themselves wherever they need so long as the dog is driving stock.
   Task begins when Dog approaches Sheep, whether with Handler or sent ahead. Task is complete with Sheep at Gate 2.

9. Task 2 of 2 -- Load Trailer (20 pts)
   Load Sheep into Trailer.
   Task begins at completion of Task 8 and ends when Sheep are loaded and Trailer door is closed.

**End of Run*
Chute is 8' Long with 2-way sort gate, guillotine gate and 16' Tub.

Barnyard 60x90

HF 16x12
with 12' gate
P1 & P3 16x16
with 12' gates
P2 16x16
with 12' side gates
16' gate to arena

Gate 1
16'

Gate 2
16'

Arena A
150x275

Field E
293x300

Cone
DUCK FARM TRIAL - SATURDAY 15 minutes with warnings at 7 minutes & 3 minutes
All tasks must be attempted in order listed. Ties broken by Sort then Gather.

1. Pen Work -- 1 of 4 (6 pts)
   Move Ducks from HP1 to HP2.
   Task begins when gate to HP1 is opened and ends when Ducks are in HP2 and gate is closed.

2. Pen Work -- 2 of 4 (6 pts)
   Move Ducks from HP2 to Pen A.
   Task begins when gate to HP2 is opened and ends when Ducks are Pen A and gate is closed.

3. Pen Work -- 3 of 4 (6 pts)
   Move Ducks from Pen A to Arena.
   Task begins when ducks are in Pen A and ends when Ducks are in Arena B and Pen A gate is closed.

4. Gather (20 pts)
   Gather Ducks to Cone.
   Open: Dog remains at Cone; Handler may position themselves half-way between Dog and Ducks.
   Advanced: Handler remains at Cone and sends Dog from side.
   Task begins when Dog leaves Cone and ends when Ducks are brought to Cone.

5. Task 1 of 2 -- Hold (20 pts)
   Ducks are taken to designated area for a Hold.
   Open: Dog may fetch or drive to Hold Area and Handler may assist Dog to hold Ducks.
   Advanced: Dog drives Ducks to Hold Area and holds without Handler assist.
   Task begins when Task 4 is complete and ends when Judge calls Hold.

6. Chute (20 pts)
   Move Ducks from Hold Area and into Chute, dust for insects, release into Arena B.
   Open: May use extra panel to keep Ducks from backing out of Chute.
   Advanced: Dog assists in ensuring Ducks do not back out of Chute, and Handler may not use extra panel.
   Task begins when Hold is called and ends when Ducks are exhausted from Chute into Arena B.

7. Pen Work -- 4 of 4 (7 pts)
   Move Ducks from Arena B and into Pen B.
   Task begins when Ducks are in Arena B and ends with Ducks in Pen B with gate closed.

8. Task 2 of 2 -- Load Wagon (20 pts)
   Load Ducks into crate and put on Wagon. Crate has wing to help load. Take Wagon and transport Ducks to Pen A. Unload Ducks into Pen A
   Task begins when Ducks are released from Pen B and ends when Ducks are unloaded into Pen A and gate is closed.

9. Gate Sort (25 pts)
   Sort marked Ducks from Pen A, into HP1. Put remaining Ducks into HP2. Sort direction at handler’s discretion.
   Task begins when gate to Pen A is opened and ends when Ducks are in designated pens and gates are closed.

**End of Run**
MIXED FARM TRIAL - SATURDAY  20 minutes with warnings at 10 minutes & 3 minutes
All tasks must be attempted in order listed. Ties broken by Sort then Gather.
*Starts with Sheep in barnyard and Ducks in Pen A.*

1. **Sheep -- Gate Sort (25 pts)**  
   Sort marked Sheep from Barnyard into P1. Sort direction at handler's discretion; may sort from Barnyard or load sheep into P1 and sort out.  
   Task begins when leash is removed and ends after marked sheep are in P1 with gate closed.

2. **Sheep -- Pen Work 1 of 4 (6 pts)**  
   Combine all sheep in P1 and move into P2. Dog should assist Handler in pens.  
   Task begins when Sort is complete and ends when all Sheep are in P2 with gates closed.

3. **Sheep -- Pen Work 2 of 4 (7 pts)**  
   Move Sheep from P2 into Arena A.  
   Task begins when all Sheep are in P2 and ends when Sheep are in Arena A with gate closed.

4. **Sheep -- Additional Task 1 of 2  Arena Work (20 pts)**  
   Take Sheep through Panel to feed pan, call Dog off and return behind Cone.  
   **Open:** Handler may fetch or drive to panel.  
   **Advanced:** Handler must drive stock to panel.  
   Task begins when gate to P2 is closed and ends when Sheep pass panel and dog/Handler are behind Cone.

5. **Sheep -- Gather (20 pts)**  
   Sheep will be gathered and exhausted into P1.  
   **Open:** Dog remains behind Cone; Handler may move halfway to stock before sending Dog.  
   **Advanced:** Dog and Handler remain behind cone until Dog is sent.  
   Task begins when Dog is sent and ends when Sheep are exhausted into P1 with the gate closed.

*Time paused until duck work begins.*

6. **Duck -- Pen Work 3 of 4 (6 pts)**  
   Move Ducks from Pen A to Arena B.  
   Task begins when Pen A gate is opened and ends when Ducks are in Arena B and Pen A gate is closed.

7. **Duck -- Chute (20 pts)**  
   Move Ducks into Chute, dust for insects.  
   **Open:** May use extra panel to keep Ducks from backing out of Chute.  
   **Advanced:** Dog assists in ensuring Ducks do not back out of Chute, and Handler may not use extra panel.  
   Task begins when Pen A gate is closed and ends when Ducks have been dusted for insects.

8. **Duck -- Additional Task 2 of 2  Drive (20 pts)**  
   Ducks are released from Chute and exhausted to Pen A.  
   **Open:** Handler may parallel drive to Pen A.  
   **Advanced:** Handler must remain at Chute until Dog gets stock to Pen A.  
   Task begins when Chute is complete and ends when Ducks are in Pen A with gate closed.

9. **Duck -- Pen Work 4 of 4 (6 pts)**  
   Move Ducks from Pen A into Holding Pen.  
   Task begins when Pen A gate is opened and ends when Ducks are in Holding Pen Area with all gates closed.

**End of Run**
Barnyard 60x90

Pen A 8x10

Holding Pen 8x16

Arena B 76x99

Chute 8' long 4' wing

Arena A 150x275

HP
P1
P2
P3

HP 16x12 with 12' gate
P1 & P3 16x16 with 12' gates
P2 16x16 with 12' side gates
16' gate to arena

12 Panel

Cone
SHEEP FARM TRIAL - SUNDAY 15 minutes with warnings at 7 minutes & 3 minutes
All tasks must be attempted in order listed. Ties broken by Sort then Gather.

1. Gate Sort (25 pts)
   Sort marked Sheep from Barnyard into P1. Sort direction at handler's discretion.
   Task begins when Dog's leash is removed. Task is complete when marked Sheep are in P1 and gate is closed.

2. Pen Work -- 1 of 4 (6 pts)
   Move marked Sheep from P1 into P2.
   Task begins when P1 gate is opened and ends when Sheep are in P2 and gates are closed.

3. Pen Work -- 2 of 4 (7 pts)
   Move unmarked Sheep from Barnyard, into P1, and combine with marked Sheep in P2.
   Task begins when Task 2 is complete and ends when all Sheep are combined in P2 and gates are closed.

4. Pen Work -- 3 of 4 (6 pts)
   Move Sheep from P2 into Arena A.
   Task begins when P2 gate is opened and ends when Sheep are in Arena A and gate is closed.

5. Task 1 of 2 -- Hold (20 pts)
   Dog takes Sheep to designated area and Holds.
   **Open:** Dog may fetch or drive to Hold Area. Handler may remain with Dog or Stock for Hold.
   **Advanced:** Dog drives Sheep to Hold Area and holds without Handler assist.
   Task begins when P2 gate is closed and ends when Judge calls the Hold.

6. Gather (20 pts)
   Handler and Dog move to Cone to gather Sheep to Footbath. Handler may move toward Footbath as soon as Dog is sent.
   **Open:** Dog remains at Cone but Handler may position themselves half-way between Dog and Sheep.
   **Advanced:** Handler and Dog remain at Cone and Dog is sent from Handler's side.
   Task begins when Dog leaves Cone and ends when Sheep are brought to mouth of Footbath.

7. Task 2 of 2 – Footbath - simulated (20 pts)
   Move Sheep through Footbath and exhaust into P1.
   **Open:** May use extra panel to keep Sheep from backing out of Footbath.
   **Advanced:** Dog and Handler ensure Sheep do not back out of Footbath, and Handler may not use extra panel.
   Task begins at completion of Gather and ends when Sheep are in P1 and gate is closed.

8. Pen Work -- 4 of 4 (6 pts)
   Move Sheep from P1 into Barnyard.
   Task begins when P1 gate is opened and ends with Sheep in Barnyard and gate to P1 is closed.

9. Chute (20 pts)
   Move Sheep from Barnyard into Chute, doctor/inspect, exhaust. Handler and Dog may work together to load Sheep into chute.
   Task begins when Task 6 is complete and ends when all Sheep are exhausted from Chute and Dog is leashed.

**End of Run**
Barnyard
60x90

Chute is 16' long with 2-way sort gate, guillotine gate and 16' tub

P1 & P3 16x16
with 12' gates
P2 16x16
with 12' side gates
10' gate to arena

Foolbath
8' with 8' wing

Cone

Arena A
150x275
DUCK FARM TRIAL - SUNDAY 15 minutes with warnings at 7 minutes & 3 minutes
All tasks must be attempted in order listed. Ties broken by Sort then Gather.

1. Pen Work -- 1 of 4 (6 pts)
   Move Ducks from Pen A into Arena B.
   Task begins when gate to Pen A is opened and ends when Ducks are Arena B and Pen A gate is closed.

2. Gather (20 pts)
   Handler and Dog go to Cone to gather Ducks.
   Open: Dog remains at Cone, but Handler may position themselves half-way between Dog and Ducks.
   Advanced: Handler and Dog remain at Cone; Handler sends Dog from side.
   Task begins when Dog leaves Cone and ends when Ducks are gathered to Cone.

3. Task 1 of 2 -- Hold (20 pts)
   Ducks are taken to designated area for a Hold.
   Open: Dog may fetch or drive to Hold Area and Handler may assist Dog to hold Ducks
   Advanced: Dog drives Ducks to Hold Area and holds without Handler assist.
   Task begins when Gather is complete and ends when Judge calls Hold.

4. Task 2 of 2 -- Load Wagon (20 pts)
   Load Ducks into crate and place on Wagon. Crate has wing on to help load. Take Wagon and transport Ducks to area near Chute. Unload Ducks.
   Task begins when is complete and ends when Ducks are released from crate.

5. Chute (20 pts)
   Move Ducks into Chute, dust for insects, release into Arena B.
   Open: May use extra panel to keep Ducks from backing out of Chute.
   Advanced: Dog assists in ensuring Ducks do not back out of Chute, and Handler may not use extra panel.
   Task begins when Ducks are released from crate and ends when Ducks are exhausted from Chute into Arena B.

6. Gate Sort (25 pts)
   Sort marked Ducks into Pen B. Sort direction at handler's discretion.
   Task begins when Ducks are in Arena B and ends when marked Ducks are in Pen B and gate is closed.

7. Pen Work -- 2 of 4 (6 pts)
   Combine all Ducks into Pen B.
   Task begins when gate to Pen B is opened and ends when all Ducks are combined in Pen B and gate is closed.

8. Pen Work -- 3 of 4 (7 pts)
   Remove Ducks from Pen B into Arena B.
   Task begins when gate to Pen B is opened and ends with Ducks in Arena B and Pen B gate closed.

9. Pen Work -- 4 of 4 (6 pts)
   Move Ducks through Pen A and into HP1.
   Task begins when gate to Pen A is opened and ends with Ducks in HP1 and gate closed.

**End of Run**
MIXED FARM TRIAL - SUNDAY  20 minutes with warnings at 10 minutes & 3 minutes
All tasks must be attempted in order listed. Ties broken by Gather then Sort.
Starts with Ducks set out into Arena B and Sheep in P1.

1. Duck -- Gather (20 pts)
   Gather Ducks to Cone and move them clockwise around Cone.
   **Open:** Dog remains behind Cone; Handler may position themselves half-way between Dog and Ducks.
   **Advanced:** Handler remains behind Cone and sends Dog.
   Task begins when Dog leaves for Gather and ends when Ducks are moved clockwise around Cone.

2. Ducks -- Additional Task 1 of 2 Hold (20 pts)
   Ducks are taken to designated area for a Hold.
   Task begins when Gather is complete and ends when Judge calls Hold.

3. Ducks -- Chute (20 pts)
   Move Ducks from Hold Area into Chute, dust for insects and release into Pen B.
   **Open:** May use extra panel to keep Ducks from backing out of Chute.
   **Advanced:** Dog assists in ensuring Ducks do not back out of Chute, and Handler may not use extra panel.
   Task begins when Hold is complete and ends when Ducks are in Pen B with gate closed.

4. Ducks -- Pen Work 1 of 4 (7 pts)
   Move Ducks from Pen B into Arena B.
   Task begins when Pen B gate is opened and ends with Ducks in Arena B, Pen B gate is closed, dog called to handler and taken to Arena A.

   *Time paused until sheep work begins.*

5. Sheep -- Pen Work 2 of 4 (6 pts)
   Move Sheep from P1 into P2. Dog should assist Handler in pens.
   Task begins when P1 gate is opened and ends when Sheep are in P2 with gate closed.

6. Sheep -- Pen Work 3 of 4 (6 pts)
   Move Sheep from P2 into Arena A.
   Task begins when P2 gate is opened and ends when Sheep are in Arena A with gate closed.

7. Sheep -- Additional Task 2 of 2  Footbath (20 pts)
   Take stock through Footbath and exhaust.
   **Open:** Handler may fetch or drive to Footbath.
   **Advanced:** Handler must drive stock to Footbath.
   Task begins when P2 gate is closed and ends when Sheep are exhausted from Footbath.

8. Sheep -- Sort  (20 pts)
   Sort marked Sheep from Arena into P2. Sort direction at the handler’s discretion.
   Task begins when Footbath is complete and ends when marked Sheep are in P2 with gate closed.

9. Sheep -- Pen Work 4 of 4 (6 pts)
   Combine all Sheep and move Barnyard. May use any combination of pens.
   Task begins when Sort is complete and ends when Sheep are in Barnyard with all gates closed.

**End of Run**