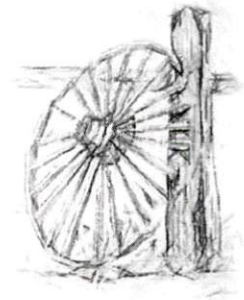


Granite Mountain Farm & Ranch Trials offered by
 NORTHERN ARIZONA AUSTRALIAN SHEPHERD ASSOCIATION "NAASA"
 March 27th, 28th & 29th, 2020
 Offering 5 ASCA sanctioned Farm Trials & a Cattle Ranch Trial



Friday will be a Cattle Ranch Trail and a Mixed Farm Trail;
 Saturday will offer Cattle Farm & Mixed Farm and
 Sunday will offer Sheep Farm & Fowl Farm
 at the *Triangle M Ranch*
 8950 N. Scarlett Dr.,
 Prescott, AZ

All trials will be conducted under the rules and regulations of the ASCA Stockdog Program. These rules are available at <https://www.asca.org/wp-content/uploads/2019/05/June-2019-Stockdog-Rules-5-24-2019.pdf>

Course Director: Cathe Walker (909) 709-1862 before 8 p.m.

Sharon Simmons will our Judge for the weekend.

Entry fee: Farm Trial: Cattle: pre-entry \$75.00 per day (day of \$100.00)
 Mixed: pre-entry \$60.00 per day (day of \$80.00)
 Sheep: pre-entry \$60.00 per day (day of \$80.00)
 Geese/ducks: pre-entry \$50.00 per day (day of \$70.00)
Ranch Trial: Cattle: pre-entry \$75.00 (day of \$100.00)

Divisions: offered in each Farm trial: Open Farm Trail Dog "OFTD" & Advanced Farm Trial Dog "AFTD"

Friday's Handlers meetings: Ranch Trail at 8am. Farm Trials will be after the Ranch Trial is completed.

Saturday & Sunday: 1st Handlers meeting at 7:30 a.m. each day and the 1st trial will begin immediately after the completion of the handlers meeting. A 2nd Handlers meeting will begin approximately 30 minutes after the last morning run and the 2nd trial will begin immediately after.

Cattle will be beef type, Sheep will be hair-mixed type, geese &/or ducks will be mixed breeds. Run order will be posted day of trial. Specifications for all Farm Trials and the Ranch Trial are below.

Maximum Entry accepted for each trial are as follows:

Friday	Saturday/AM	Saturday/PM	Sunday/AM	Sunday/PM
Ranch- 8runs	Cattle-16 runs	Mixed-16runs	Sheep-16runs	Fowl-16runs
Mixed-16runs				

Run order will be a random draw by postmark drawn prior to the trial and will follow ASCA's Rules.

Pre-entries open January 27th and must be postmarked no later March 6th. Entries will be accepted in postmark order until the trial fills. Day of entry will be accepted at 7:30a.m. each day, at the day of trial entry fee, provided there is space available. Entries must have clearly visible USPS postmarks. No meter mail allowed. Move ups allowed provided notification is received by 7:30a.m. each day.

Make checks payable to **NAASA** and mail entries to:

% Marilee Mansir

8950 N. Scarlett Dr., Prescott, AZ 86305

Entry form must be the **current entry form** from ASCA and can be found at:

<https://www.asca.org/wp-content/uploads/2016/04/stockentwfill.pdf>

Entry fee will not be refunded in the event a dog is absent, disqualified, excused or barred from competition by action of the show committee. Entry fee will only be refunded if the refund request is received before the pre-entry closing date or the run can be sold. If your dog is injured prior to the trial, your request must be made in writing before the trial starts and the request must include a letter from a Veterinarian saying the dog is not capable of being worked. Substitutions are allowed provided it is with dogs that you own or co-own.

The show-giving club, the Course Director, their agents, officers and/or committee, property owner or stock owners shall assume no responsibility for injury to children or persons or their dogs while attending the trial. All children are to be in the presence of an adult at all times.

There will be a \$50.00 service charge for a returned check.

Bitches in season run in order and must be crated when not competing.

A set out dog will not be used but a dog may be used in the pens to move livestock.

The Judge may be substituted if necessary.

All dogs must be on leash or crated at all times, except when competing. Please clean up after your dogs.

For the safety of your dogs and others, all dogs must be current on all vaccinations.

Owner of the dog is responsible for ANY veterinary expense required for the stock. Replacement cost will be cattle \$750.00, sheep \$200.00 and \$40.00 for the geese.

Awards: Flat ribbons awarded for 1st through 4th place and Q ribbons for all qualifying scores. HIT awards will be offered.

Food: The Club will be providing lunch each day for anyone interested in joining us. Voluntary donations to cover the cost will be welcome. The nearest store for sandwiches/snacks can be purchased from the Old Stage Stop Convenience Store located at 4155 West Outer Loop Road, Williamson Valley, AZ, Prescott, AZ 86305 approximately 1.7 miles away

Directions to trial site:

From downtown Prescott: head west on Iron Springs Rd; right on Williamson Valley Rd., left on Scarlett Dr. Make a right on 1st driveway on Scarlett Dr.

From Chino Valley: head south on AZ-89; at the traffic circle, take the 1st exit onto Outer Loop Rd; left on Williamson Valley Rd., right on Scarlett Dr. Make a right on 1st driveway on Scarlett Dr.

Dry camping on the grounds must be pre-approved and there will be a nominal fee.

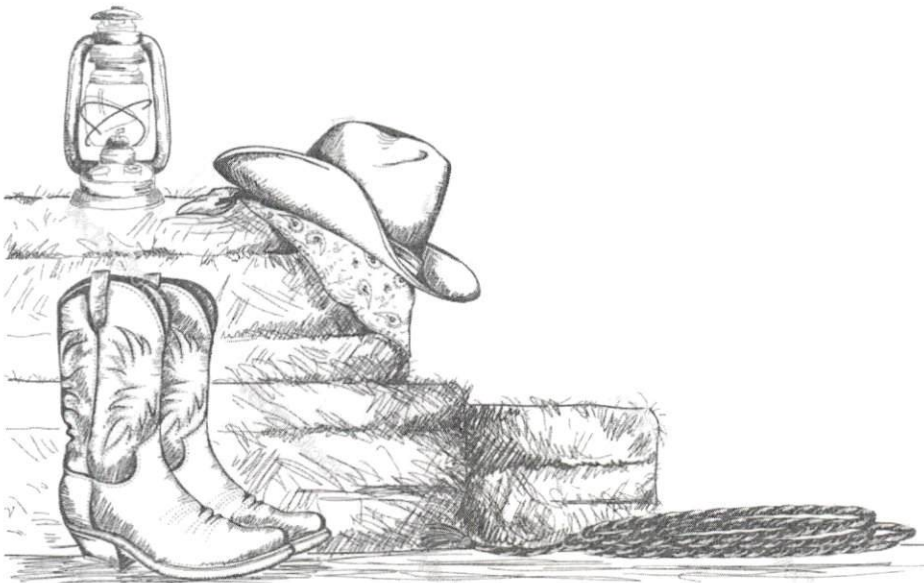
Hotels (Pet fees may apply):

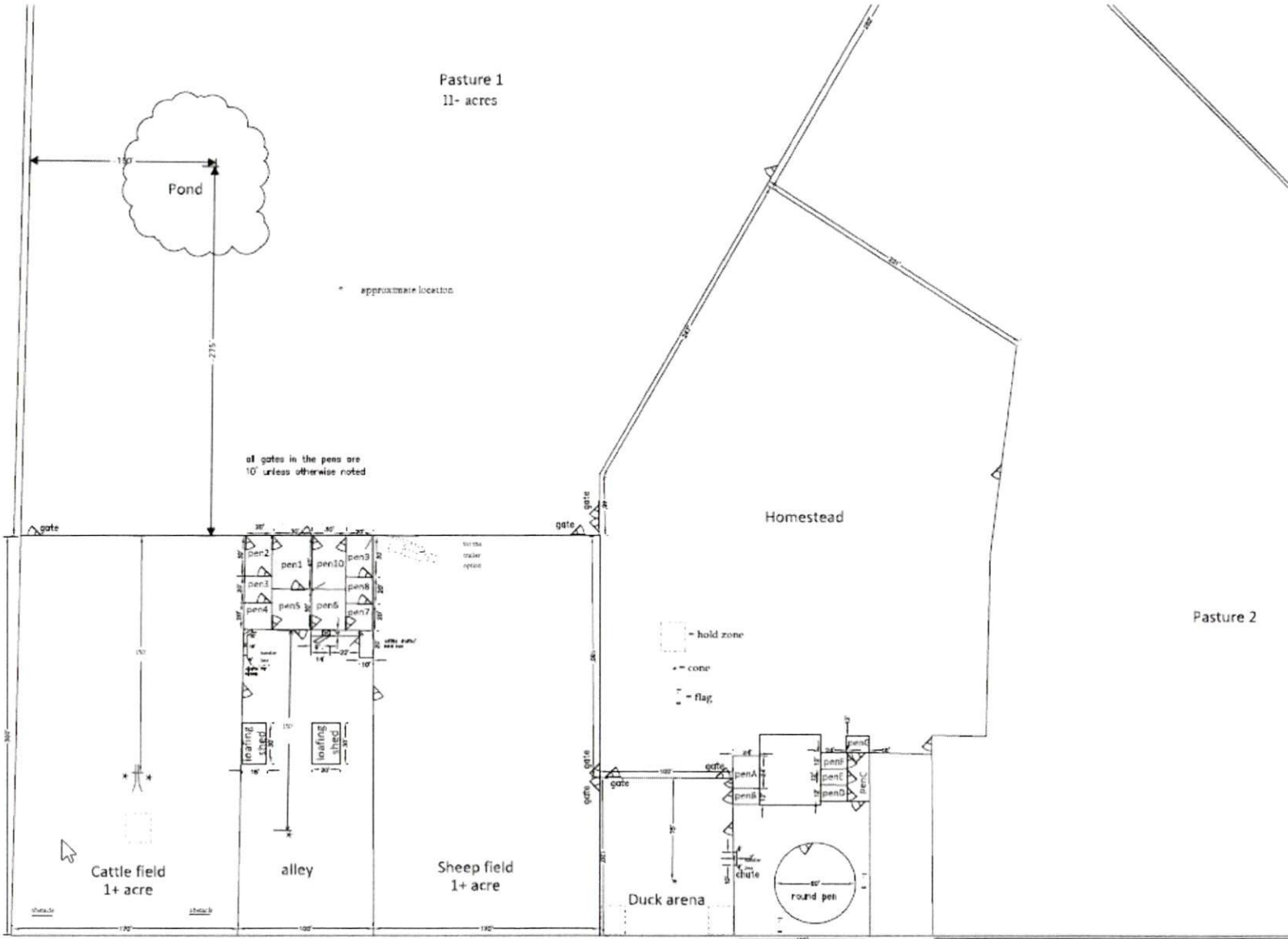
Comfort Inn 928-778-5770 @ 1290 White Spar Rd, Prescott;

Prescotonian 928-445-3096 @ 1317 E Gurley, Prescott;

Days Inn Prescott Valley 928-772-8600 @ 7875 E Hwy 69, Prescott

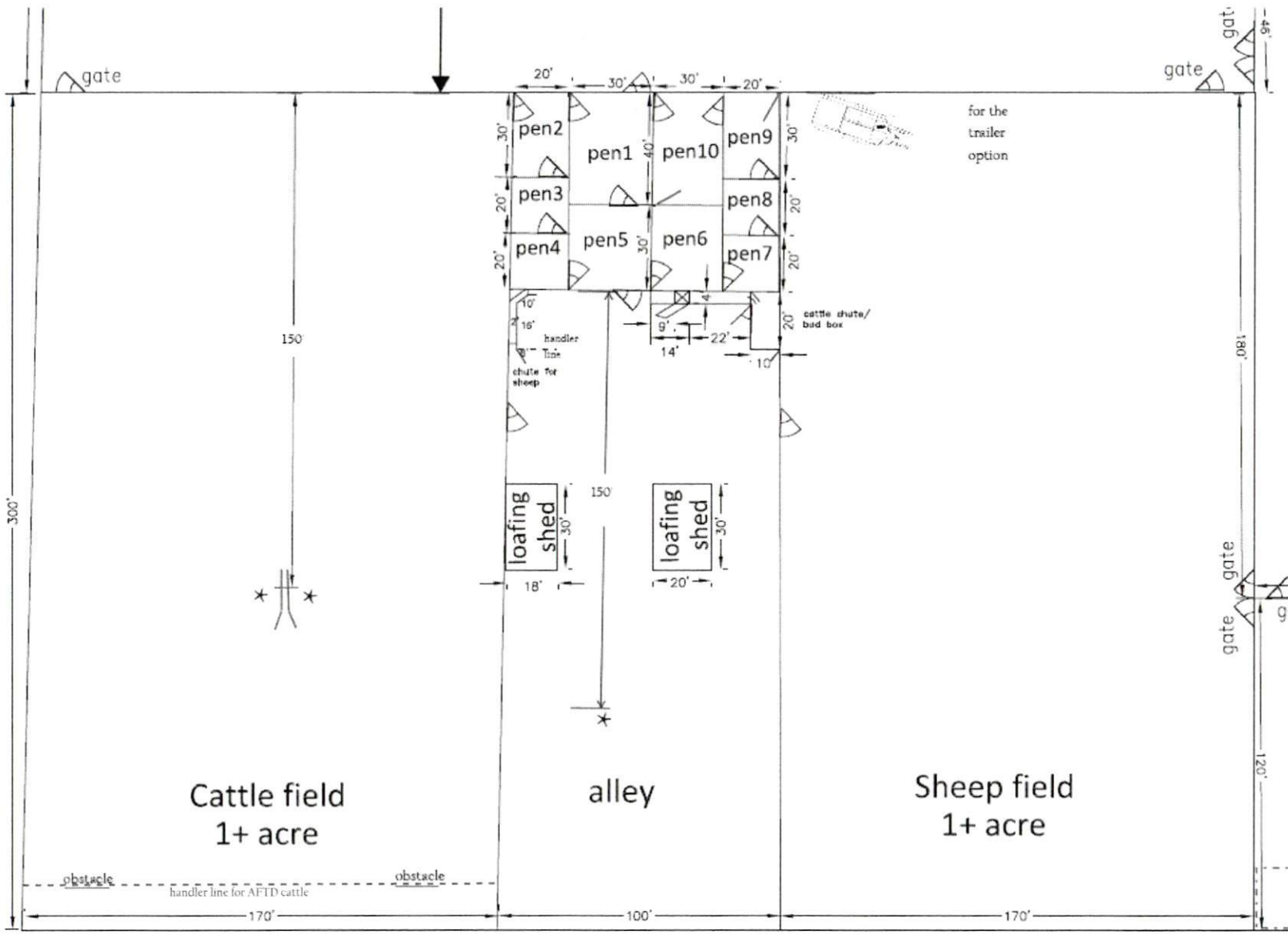
Emergency Vet: Circle L Animal Hospital 928-636-4421 @ 845 S. Hwy 89, Chino Valley



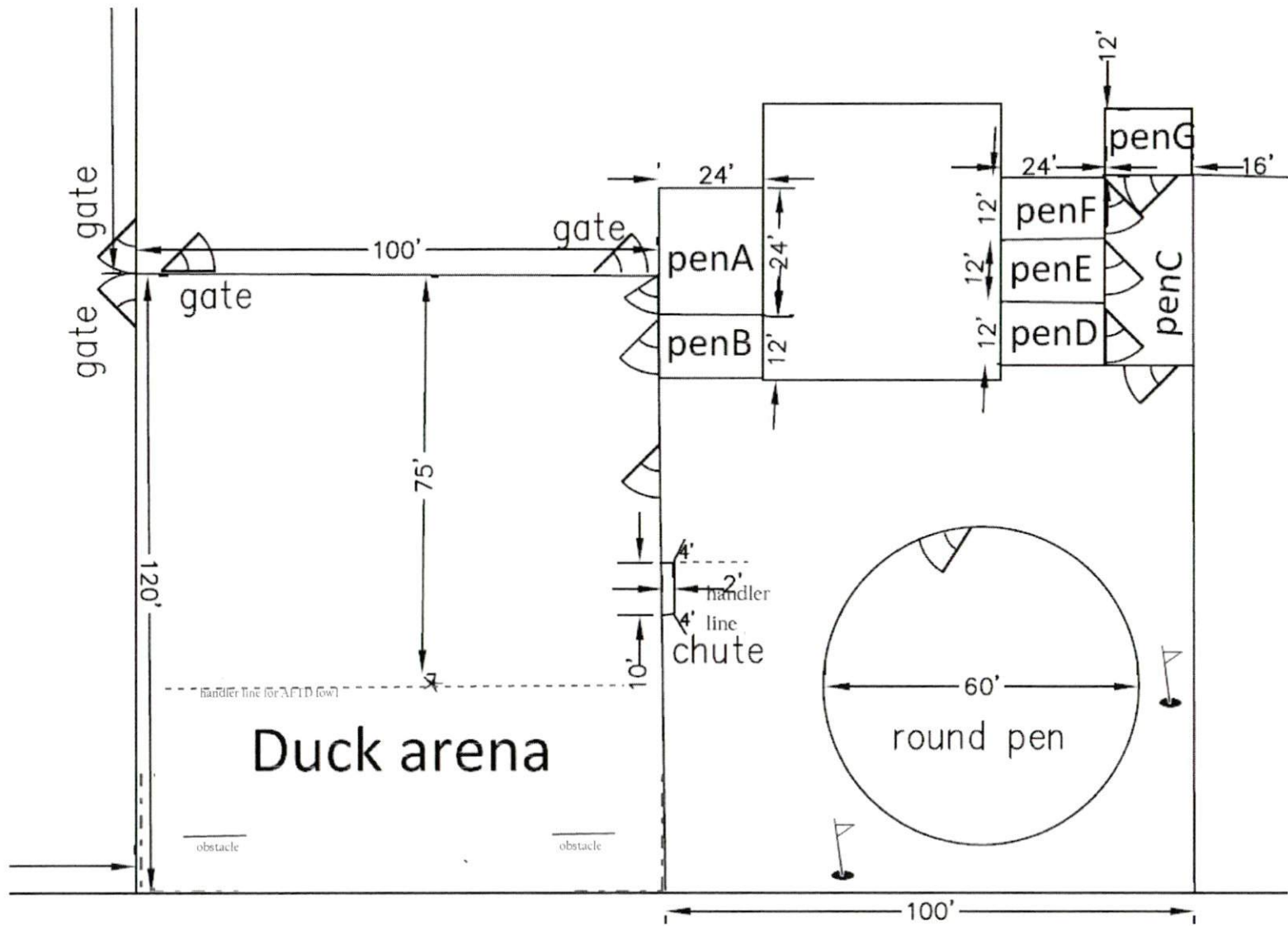


Site map

Enlargement of sheep & cattle pens



↑ north



Enlargement of duck/geese pens

↑ North

Goose/Duck Farm Trial

Time limit 15 minutes with 3 minute warning.

Tie will be broken by chute then Option #1.

5 head will be used.

Each handler is responsible for setting their own gates.

Qualifying score is 91/130 possible

Stock will be dropped into the duck arena.

Gather: 75' outrun from the cone. Advanced handlers to send the dog from the cone then gather the stock and fetch/drive them towards the cone placed in the middle of the arena. Handler can move once the dog has been sent. Open handlers may position themselves ½ of the way between the cone (where their dog is) and the stock to do the outrun then gather the stock and fetch/drive the stock to the cone area in the middle of the arena. Handler can move once the dog has been sent. **(20 points)**

Task Option#1: Field work: from the vicinity of the cone take the ducks/geese in a clockwise direction around 2 obstacles set in opposite corners at the north end of the field. Advanced dogs must drive around the obstacles and may fetch/drive the rest of the field. The Advanced Handler must stay behind an imaginary line running east/west from the outrun cone. Open can fetch or drive any/all parts of the field work. Judging will end when the east gate is open to the round pen area **(20 points)**

Chute with Doctoring: All 5 head will be loaded into the chute from the north end. Once the fowl are loaded into the chute the dog must remain at the back of the chute and wait calmly until the doctoring is done. One goose/duck will be doctored with a vitamin/water spray mixture which will be provided. Dog will then push the stock out of the chute **(20 points)**

Task Option#2-distance challenge: Advanced dogs will drive stock around in a counter-clockwise direction around the outside of the "Round Pen" towards the chute. Advanced handlers may not pass either flag during their drive; the drive will happen between the flags; Open dogs will fetch around the round pen in a counter-clockwise direction around the outside of the "Round Pen". Stock will then be taken to Pen C. Scoring ends when the gate to Pen C is closed. **(20 points)**

Pen#1: From Pen C, move all 5 into Pen D. Close the gate. **(5 points)**

Sort: 3 marked head will be gate sorted and placed into Pen C. Close the gate. The remaining 2 head will be put into Pen C with the others **(25 points)**

Pen#2: From Pen C, move all 5 into Pen E -close the gate. **(5 points)**

Pen#3: Take all 5 from Pen E into Pen C. **(5 points)**

Pen#4: From Pen C, Move all 5 head out of Pen C through the south gate through the round pen area, through the duck arena and back into Pen A. **(10 points)**

Sheep Farm Trial

Time limit 15 minutes with a 10 minute & 3 minute warning.

Tie will be broken by pen work then by trailer.

5 head will be used.

Each handler is responsible for setting their own gates.

Qualifying score is 91/130 possible

Stock is in Pen 9. Task Option#1: trailer: load all stock into the trailer, close the trailer door. Once given the go ahead by the Judge, unload the stock back into Pen 9. Advanced handlers may not enter the trailer and must stay at the trailer door. Open handlers may step into the trailer and fetch if necessary, to help load/unload the trailer. **(20 points)**

Pen#1: Move the stock from Pen 9 into Pen 8. **(10 points)**

Pen#2: Move the stock from Pen 8 into Pen 7. **(5 points)**

Pen#3: Move the stock from Pen 7 into Pen 6. **(5 points)**

Sort: Gate sort 3 marked head and placed into Pen 5. Close the gate. Move the 2 unmarked sheep and combine all stock into Pen 5. Move the stock from Pen 5 into the "Alley" where they will be dropped at the north end. **(25 points)**

Gather: the advanced handlers to send the dog from one of the outrun cones for a 150' outrun. Handler can choose which cone to send the dog from depending on where the stock settles (as the sheds may block the view to the stock). Gather the stock and fetch/drive them around the middle cone to the sheep chute. Handler can move once the dog has been sent. Open handlers may position themselves ½ the distance from the cone to the stock and gather the stock and fetch/drive them around the middle handler's cone to the chute. Handler can move once the dog has been sent. **(20 points)**

Chute: By the use of a stop gate and a rear gate, all 5 head will be loaded into the chute. Advanced handlers must stay behind an imaginary line that extends from the rear gate brace (the line runs east/west) Open handlers may go anywhere that is needed to load the chute. Once the sheep are loaded into the chute, the stock handler will doctor one (1) head with a pour on solution. The dog must remain at the back of the chute and wait calmly until the doctoring is done. Scoring stops when the sheep are released into the alley **(20 points)**

Task Option#2: Race: Once the stock leave the chute, load into the Bud box and run them down the race through the foot bath and into Pen 5. Scoring ends when the stock are in Pen 5 and the gate is closed. **(20 points)**

Pen#4: Move the stock from Pen 5 into Pen 4. **(5 points)**

Mixed Sheep/Goose Farm Trial -#1

Time limit 25 minutes with a 10 minute & 3 minute warning.

Tie will be broken by sort then by Option#1.

5 head will be used for sheep, 5 head of fowl.

Each handler is responsible for setting their own gates.

Qualifying score is 91/130 possible

Sheep:

Pen#1: Take stock from Pen that you have been assigned (Pen D, E, F or G) into Pen C **(5 points)**

Sort: gate sort 3 marked head back into the pen they were taken from (Pen D, E, F or G). Move the 2 unmarked head back from Pen C into the pen they came from. All 5 head are back together. **(25 points)**

Pen#2: Take the 5 head from the Pen they are in and move them to Pen C **(8 points)**

Pen#3: Take the 5 head from Pen C into the round pen area. **(7 points)**

Task Option#1: Distance: Advanced handlers to drive the stock in a clockwise direction, around the round pen; Handler may not pass the flags. Once the stock past the flags you can either fetch or drive to put the stock into Pen C. Open handlers to fetch the stock in a clockwise direction around the round pen; once past the 2nd flag, you can either fetch or drive and place the stock into Pen C **(20 points)**

Pen#4: Take the 5 head from Pen C into their original pen. Scoring ends when the gate is closed **(5 points)**

Geese:

Stock will be released into the arena.

Gather: standing at the cone, the Advanced handlers to send the dog from the cone for a 75' outrun and gather the stock. Fetch/drive them towards the handlers cone. The Handler can move once the dog has been sent. Open handlers may position themselves ½ of the way to send their dog to gather the stock and once gathered, fetch/drive the stock towards the cone. The Handler can move once the dog has been sent. **(20 points)**

Task Option#2: Hold: from the vicinity of the cone take the ducks/geese to either corner at the south end and hold the stock in the corner for 3 seconds. Judge will signal the release and the stock will be taken into the round pen area. Scoring will end when the east gate is closed **(20 points)**

Chute: Judging begins when stock exit the gate from the duck arena. All 5 head will be loaded into the chute. Scoring ends when stock leaves the chute. Advanced handlers to load the stock into the chute from the south end. Open handlers may go anywhere that is needed to load the chute and may enter the chute in either direction. Once the fowl are loaded into the chute, the stock handler will doctor one (1) head with a spray solution. The dog must remain at the back of the chute and wait calmly until the doctoring is done. All fowl will then be released from the chute from the opposite gate from the entry and fetch/driven thru the arena gate back to Pen A **(20 points)**

Mixed Sheep/Goose Farm Trial - #1

Time limit 15 minutes with a 10 minute & 3 minute warning.

Tie will be broken by sort then by Option#2.

5 head will be used for sheep, 5 head of fowl.

Each handler is responsible for setting their own gates.

Qualifying score is 91/130 possible

Sheep:

Pen#1: Take stock from Pen that you have been assigned (Pen D, E, F or G) into Pen C. **(7 points)**

Pen#2: Take the 5 head from Pen C into the round pen area. **(5 points)**

Task Option#1: Advanced handlers to drive the stock in a clockwise direction, around the round pen; Advanced handlers may not pass the flags but once past the flag, you can either fetch or drive thru the gate into the area and place the stock into Pen C; Open handlers to fetch the stock in a clockwise direction around the round pen; once past the flag, you can either fetch or drive thru the gate into the area and place the stock into Pen C **(20 points)**

Sort: from the Pen C gate sort 3 marked head into the Pen that they came from (Pen D, E, F or G). Once sorted, move the 2 unmarked sheep from Pen C and into their Pen with the other 3 sheep. All 5 head back where they came from. **(25 points)**

Pen#3: Take stock from Pen that you have been assigned (Pen D, E, F or G) into Pen C. **(8 points)**

Pen#4: Take stock from Pen C and put them back into the Pen that you have been assigned (Pen D, E, F or G). **(5 points)**

Geese:

Stock will be released into the arena.

Gather: standing at the cone, the Advanced handlers to send the dog from the cone for a 75' outrun and gather the stock. Fetch/drive them towards the handler's cone. The Handler can move once the dog has been sent. Open handlers may position themselves ½ of the way to send their dog to gather the stock and once gathered, fetch/drive the stock towards the cone. The Handler can move once the dog has been sent. **(20 points)**

Task Option#2: Hold: from the vicinity of the cone take the ducks/geese to either corner at the south end and hold the stock in the corner for 3 seconds. Judge will signal the release and the stock will be taken into the round pen area. Scoring will end when the east gate is closed **(20 points)**

Chute: Judging begins when stock exit the gate from the duck arena. All 5 head will be loaded into the chute. Scoring ends when stock leaves the chute. Advanced handlers must stay behind a handler's line that extends to the east from the chute. Open handlers may go anywhere that is needed to load the chute. Once the fowl are loaded into the chute, the stock handler will doctor one (1) head with a spray solution. The dog must remain at the back of the chute and wait calmly until the doctoring is done. All fowl will then be released from the chute and fetch/driven thru the arena gate back to Pen A **(20 points)**

Mixed Sheep/Goose Farm Trial #2

Time limit 15 minutes with a 10 minute & 3 minute warning.

Tie will be broken by sort then by Option#2.

5 head will be used for sheep, 5 head of fowl.

Each handler is responsible for setting their own gates.

Qualifying score is 91/130 possible

Sheep:

Pen#1: Take stock from Pen that you have been assigned (Pen D, E, F or G) into Pen C. **(7 points)**

Pen#2: Take the 5 head from Pen C into the round pen area. **(5 points)**

Task Option#1: Advanced handlers to drive the stock in a clockwise direction, around the round pen; Advanced handlers may not pass the flags but once past the flag, you can either fetch or drive thru the gate into the area and place the stock into Pen A Open handlers to fetch the stock in a clockwise direction around the round pen; once past the flag, you can either fetch or drive thru the gate into the area and place the stock into Pen C **(20 points)**

Sort: from the Pen C gate sort 3 marked head into the Pen that they came from (Pen D, E, F or G). Once sorted, move the 2 unmarked sheep into their Pen with the other 3 sheep. All 5 head back where they came from. **(25 points)**

Pen#3: Take stock from Pen that you have been assigned (Pen D, E, F or G) into Pen C. **(8 points)**

Pen#4: Take stock from Pen C and put them back into the Pen that you have been assigned (Pen D, E, F or G). **(5 points)**

Geese:

Stock will be released into the arena.

Gather: standing at the cone, the Advanced handlers to send the dog from the cone for a 75' outrun and gather the stock. Fetch/drive them towards the handlers cone. The Handler can move once the dog has been sent. Open handlers may position themselves ½ of the way to send their dog to gather the stock and once gathered, fetch/drive the stock towards the cone. The Handler can move once the dog has been sent. **(20 points)**

Task Option#2: Hold: from the vicinity of the cone take the ducks/geese to either corner at the south end and hold the stock in the corner for 3 seconds. Judge will signal the release and the stock will be taken into the round pen area. Scoring will end when the east gate is closed **(20 points)**

Chute: Judging begins when stock exit the gate from the duck arena. All 5 head will be loaded into the chute. Scoring ends when stock leaves the chute. Advanced handlers must stay behind a handlers line that extends to the east from the chute. Open handlers may go anywhere that is needed to load the chute. Once the fowl are loaded into the chute, the stock handler will doctor one (1) head with a spray solution. The dog must remain at the back of the chute and wait calmly until the doctoring is done. All fowl will then be released from the chute and fetch/driven thru the arena gate back to Pen A **(20 points)**

Cattle Farm Trial

Time limit 20 minutes with a 10 minute & 3-minute warning.

Tie will be broken by pens then by sort.

5 head will be used.

Each handler is responsible for setting their own gates.

Qualifying score is 91/130 possible

Cattle will be set out into the cattle field a 1+ acre field.

Gather: Advanced handlers to send the dog from either cone for a 150' outrun and gather the stock. Handler can move once the dog has been sent. Open handlers may position themselves ½ of the way and gather the stock.

Handler can move once the dog has been sent. **(20 points)**

Task Option#1: Field work: Once the stock has been gathered, in a clockwise direction the cattle will be taken around 2 obstacles set in opposite corners at the south end of the field. Advanced dogs must drive around the obstacles, but handlers may not cross an imaginary line that extends across the obstacles and may fetch/drive the rest of the field, Open can fetch or drive any/all parts of the field work. Judging will end when the stock clears the 2nd obstacle. **(20 points)**

Task Option#2: race: alley work begins when the cattle pass the 2nd obstacle and ends when the cattle exit the end of the race. The race is used as a means to doctor the cattle with a cattle rub as they pass through. The dog will stay calmly at the rear of the chute while the cattle pass through the chute. Judging ends when the cattle are placed in the bud box and the gate is closed. **(20 points)**

Chute/sort: From the box gate sort 3 marked head and push them down the chute and into Pen5. By using the 2-way gate run the remaining cattle down the chute and under the fly rub to doctor for flies and lice then move them into Pen 5. **(25 points for the sort; 20 points for the chute)**

Pen#1: move all 5 head from Pen 5 into Pen 6; **(7 points)**

Pen#2: move the stock from Pen 6 into Pen 7; **(7 points)**

Pen#3: move the stock from Pen 7 to Pen 8; **(6 points)**

Pen#4: move the stock from Pen 8 to Pen 9 **(5 points)**

Cattle Ranch Trial

30 minutes time limit with a 10- & 5-minute warning.

10 head will be used for each run

8 runs available (26 head on hand)

Each handler is responsible for setting their own gates.

Qualifying score is 75/100 possible

Order of the tasks and their maximum possible scores is as follows:

Pasture: 40 points

Pens: 20 points

Chute: 20 points

Sort: 20 points

Course description: To begin, Cattle will be in Pen 5.

Sort work (20 points) gate sort 3 marked head and place them in Pen 4. Close the gate. Return the 3 marked cattle into Pen 5. Pen 6 may be used to assist with the sort.

Chute work (20 points): From Pen 5, take 10 head into the alley and enter the BUD box. Run the cattle down the race and into Pen 5.

Pen work (10 points): Take all 10 head from Pen 5 into Pen 1

Pasture work: (40 points) take 10 head from Pen 1 into pasture #1. Fetch/drive the cattle into the 11+ acre pasture and around a cone placed out in the pasture. Pasture has slight terrain variation with a berm around the north/northwest side of the pond. Return the cattle back to Pen 1.

