



Working Australian Shepherd Club of Nevada

Comstock Classic Farm Trial

October 28, 2016

ASCA sanction pending

¾ Circle H Ranch

1350 Dresslerville Road, Gardnerville, Nevada 89460

Two trials on Friday
Trials will be governed under rules and regulations of ASCA

Judges:

Brad Warren of Oregon

&

Marie Nagano of California

Each judge limited to 10 runs per day

Entries opens Sept 28, 2016 & close October 17, 2016
Day of entries accepted

Stock:

10-15 head of Dorper X sheep and 5 head beef X cattle

Handlers meeting 8 AM Friday

Trials to start immediately after meetings

Absolutely no move-ups after a class has started

Please note: if you are moving up, please check which judges you will be running under-you need 2 legs under 2 different judges to title. Fri. trial #1: Brad Warren. #2: Marie Nagano

Fees:

Mixed Flock \$55.00 Cattle and Sheep

**All entries must be postmarked and may not be postmarked before Sept 28, 2016. NO EXCEPTIONS. Entries accepted in postmarked order. Run order will be drawn before the trial. A waiting list will be established when or if trial fills.
**Bitches in heat will run in order. No Set out dog will be used

Course Director: Terri Jones
(775) 790-2157
Email: Justintyme1999@hotmail.com

Trial Secretary:

Please make checks to WASCON and mail to:

Karen Toth
7825 Cranford Lane
Dublin, Ca 94568

Overnight entries please mark "Waive signature."

Entry fee checks will be deposited within two weeks *after* October 26, 2015

Veterinarian on Call: Carson Valley Veterinary Hospital
1390 Hwy 88
Minden, Nevada
(775) 782-3693

Hospitality: Terri Jones

Camping On-Site: Sue Haase
(775) 721-8358
suehh@charter.net

Entry & tracking forms available online at www.ASCA.org

Dogs not registered with ASCA **must** have a tracking number on entry to receive a title with ASCA. If writing “pending” on entry, tracking number must be received by trial date or you may also apply at the trial.

Food, etc: Shopping, casinos and restaurants within 5 miles

Lodging: Motels that accept dogs:

Historian Inn	(775) 783-1175
Holiday Inn Express	(775) 782-7500
Quality Inn Minden	(775) 782-7766
Westerner	(775) 782-3602

RVs: Carson Valley RV Park-full hookups (775) 782-9711
Silver City RV Park-full hookups (775) 267-3359
RV parking available on site-DRY CAMPING--contact Sue Haase
at: (775) 721-8358 or suehh@charter.net

Directions:

FROM SACRAMENTO: Approx. 15 Miles Past Woodfords, California on Hwy 88. Watch for Centerville and Centerville Lane. Turn right on Centerville Lane. Stay on Centerville until it turns into Dresslerville Road (head left onto Dresslerville). Once on Dresslerville, go through 2 stop signs, then go 1/8th mile watching for HERDING SIGNS and ¾ Circle H Ranch sign on the left.

FROM RENO: Take 395 S to Gardnerville. Go through town. Turn right at stoplight at SHARKEY’S CASINO (big brick & green bldg). This is State Route 756. Go 2 miles to Dresslerville Road. Turn left at the stop sign. Go 0.6 miles & through 1 stop sign watching for HERDING SIGNS and ¾ Circle H Ranch sign on the left.

FROM SOUTH (LA): Take Hwy 395 to Gardnerville. Turn left at the 7-11 onto Riverview Drive. Go 0.6 miles yielding to the right to become Dresslerville Road. Go another 0.8 miles through an ‘S’ curve. Watch for HERDING SIGNS and ¾ Circle H Ranch sign on the right.

Awards:

Green Qualifying Ribbons
Rosettes for: 1st thru 4th place
High in Trial

Ties will be broken as directed on scoresheets.

Farm Trial Course #1 Judge: Brad Warren Time: 17 min. 8 min warning and 3 min warnings

Gather: 6 head of beef X cattle from Arena #2

Adv 150 feet

Open 75 feet

Gather ends 15 feet from gate Points 20

Chute: Task begins 15 feet from gate A; cattle are taken through gate A then gate B into arena #1

Down the southeast side of the arena through footbath

Adv handlers must stay at wing corner

Open handlers may fetch or drive

Task ends when last head has exited the Footbath Points 10

Sort #1: Task begins when last head exits footbath. 3 head of cattle are sorted into sheep re-pen gate.

Task ends when gate is closed on final head. Points 10

Pen #1: Task begins when gate is closed on final head . Cattle are penned in center obstacle.

Task ends when gate is closed Points 10

Penwork: Task begins when handler opens gate to Sheep TakePen. Remove 10 sheep from pen.

Task end 15 feet from pen. Points 5

Chute: Task begins 15 feet from pen. All 10 sheep through footbath.

Adv handlers must stay at the wing corner

Open handler may fetch or drive along chute

Task ends when last head has exited chute Points 10

Sort #2: Task begins when last head has exited the footbath. All 10 head are taken to sheep take pen.

Adv handlers sort 5 marked

Open handlers sort 3 marked 2 others

Task ends when gate is closed on last head Points 15

Extra Task#1 (bridge) Task begins when gate is closed on sort exercise. Sheep are taken out of Arena #1

Thru gate B then gate C across bridge into 5 Acre field. Pasture is field fenced. If Stock escapes through fence the run is over . Task ends within 15 feet of horse trailer.

Points 15

Extra Task#2 Horse trailer Task begins when stock are within 15 feet of trailer

All 5 sheep are loaded. The door is closed. Reopen and remove stock. No dogs allowed in the stock trailer. Side door may be used to encourage stock to come out if necessary.

Task ends when last head has exited the trailer and the handler closes door. Points 10

Extra Task #3 Bridge Task begins when door closes on horse trailer. 5 sheep are taken back across bridge gate c then B into Arena #1. Task ends when stock are in Arena #1 Points 15

Penwork #3 Task begins when stock are in Arena #1. Retrieve 5 Sheep in Sheep Take Pen. All 10 sheep

Are reopened in the sheep reopen gate. Task ends when gate closes. Points 3

Penwork #4 Task begins when handler opens gate of center obstacle. 3 head of cattle are removed

from pen and taken to cattle reopen and penned. Task and run ends when gate is closed on last head. Points 7

Tie Breakers: Pen #1 then Sort#2

Farm Trial Course #2 Judge: Marie Nagano Time 15 Min. Warnings at 8 min and 3 min

- Gather: Task begins when dog leaves. Gather 15 head of sheep and goats in Arena #2
Sheep and goats are taken to sheep take pen in Arena #1
Adv gather 150 feet
Open gather 75 feet
Take thru gate A then C into Arena #1. Task ends when gate B closes. Points 10
- Sort #1 Sort 10 Sheep into sheep take pen then pen 5 goats into repen . Points 10
- Gather #2 Task begins when handler opens gate into Arena #3 Gather 5 head of cattle. Points 10
- Pen #1 Cattle are taken thru arena 2 into arena 1 and penned in center obst. Points 7
- Take Pen #1 Task begins when sheep take pen gate is opened. Sheep are removed from pen
Task is finished when gate is closed. Points 3
- Pen #2 Task begins when handler sends dog into marked pen of goats.
Adv handler must stay at Arena #1 gate Points 5
- Chute Task begins at cone. Sheep and goats are taken to chute and fly sprayed.
Adv. Handlers must stay at corner of wing
Open handlers may fetch or drive along chute.
Task ends when last head has exited chute. Points 20
- Sort #2 Task begins when last head has exited chute. Sheep and goats are taken to Sheep rePen and goats are sorted off. Handler goes into alley way and closes gate behind goats and opens next empty pen. Handler goes out and re-pens 10 sheep. Closes gate behind sheep. Task ends when gate is closed behind sheep.
Open Handler may assist dog in take pen. Handler may not touch dog or stock in pens.
Points 15
- Extra task Task begins when goats are taken from marked pen. Goats are taken through gate B then Gate A into Arena #2 and settled on Hay. Task ends when handler and dog are back in Arena #1 Points 20
- Pen #3 Task begins when handler opens gate for center obstacle. Cattle are taken out of pen and driven or fetched to Cattle RePen. Task ends when gate is closed behind last head.

Points 7

Take Pen #2 Task begins when handler opens sheep take Pen. 10 Sheep are removed.

Adv handler must stay at gate

Open handler may enter pen and assist dog.

Task ends when gate closes after last head exits the pen. Points 3

Extra Task Task begins when gates closes on take pen. Sheep are taken thru gate B then A into Arena #2 and settled on Hay. Task ends when dog is called off . Points 20

Tie Breakers: Sort #1 and Pen #1