

**ASCNE FARM TRIAL**

**MAINE MARITIME MADNESS FARM TRIALS /PROSPECT MAINE**

**JULY 12 , 2013**

**FARM TRIAL #1/ SHEEP**

**FARM TRIAL #2/ DUCKS ONLY**

ASCA Sanction Pending/ASCA Rules

Judge: Cheryl Padgett Course Director: Diane Menard Show Secretary: Warren Evans

20 RUNS AVAILABLE TRIAL #1 AND 15 RUNS AVAILABLE TRIAL #2

Stock will be Katahdin sheep and Call ducks. Trial surface is grass and dirt.

**7:15 – 7:45 AM: check-in 8:00 AM: Handler's Meeting.** Trial will begin immediately after Handler's Meeting. All pre-entries must be postmarked on or after June 01,2013 through June 20,2013. No pre-entries will be accepted with a postmark before June 01. Trial #2 will begin after Trial #1.

All non-ASCA registered must be registered with a tracking number from ASCA to receive titles. See ASCA website ([www.asca.org](http://www.asca.org)) for details. You may also register for a tracking number at the trial. Entries will be accepted in postmark order. In the case of duplicate postmark entries a random draw will be made of those entries to determine the order of acceptance. Run order will be drawn the evening of July 19th.

Entry Forms are available on the ASCA website ([www.asca.org](http://www.asca.org)). Day of show entries will be allowed if space is available. A waiting list will be established if the trial fills. Entry fees will only be refunded if the trial AND your spot is filled. Bitches in heat will run in the order of the draw.

Please include your email address on the entry form and we will confirm that your entry was accepted or if you're on the waiting list. Entrants are responsible for all damage caused by themselves, their dogs, and their family members. Please clean up after your dogs. All dogs must be ON LEASH at all times except during their run. Failure to comply with the above will result in the entrant being asked to leave and no refunds will be given. Please note ASCA's Bite Incident policy will be strictly enforced if a dog is involved in an altercation with another dog or person. **NO entry from dog/handler disqualified from competing in ASCA stock trials or a person not in good standing will be accepted into the trial.**

Pre-Entry Fees: \$40.00 (Sheep trial #1) Day of Trial entry cost an additional \$5 per class if available.

Pre-Entry Fees: \$20 (duck trial #2) Day of Trial entry cost an additional \$5 per class if available.

Make checks payable to: ASCNE and mail to Warren Evans 12 Evans Ridge Rd. Windham, Me 04062

Phone: H: 207 894 5030 email: [Cagney-corgi@roadrunner.com](mailto:Cagney-corgi@roadrunner.com)

**Awards: 1<sup>st</sup> thru 4<sup>th</sup> RIBBONS.**

**Injured Livestock Expenses including Veterinary and disposal fees will be the responsibility of the handler/owner. Replacement costs of livestock are sheep \$175, ducks \$25 per head.**

## MOTELS AND CAMPGROUNDS

### **BELFAST HARBOR INN (RECOMMENDED)**

(LARGE FIELD; ON THE OCEAN)  
1-800-545-8776  
91 SEARSPORT AVE. (ROUTE 1)  
BELFAST, ME 04915  
13 MILES AWAY

### **COMFORT INN OCEAN'S EDGE**

(ON THE OCEAN; RESTAURANT & MOTEL)  
207-338-2090  
159 SEARSPORT AVE. (ROUTE 1)  
BELFAST, ME 04915  
13 MILES AWAY

### **SEARSPORT SHORES CAMPGROUND**

(ON THE OCEAN)  
207-548-6059  
216 WEST MAIN STREET  
SEARSPORT, ME 04974  
11 MILES AWAY

### **BUCKSPORT MOTOR INN(recommended)**

(SMALL, CLEAN; WALKWAY ON RIVER)  
1-800-626-9734  
70 US ROUTE 1  
BUCKSPORT, ME 04416  
6 MILES AWAY

### **ECONOLOGDE**

(CLOSE TO AIRPORT, SHOPPING, CASINO)  
207-945-0111  
327 ODLIN RD  
BANGOR, ME 04401  
21 MILES AWAY

**RV CAMPING:** LIMITED SPACE FOR  
SELF-CONTAINED RV'S WILL BE  
AVAILABLE FOR \$10.00 A  
NIGHT. CONTACT LAURA HAMER FOR  
MORE DETAILS AT 207-567-3567  
OR VIA EMAIL AT [LMFarm@fairpoint.net](mailto:LMFarm@fairpoint.net)

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### **HOLIDAY INN**

(CLOSE TO AIRPORT, SHOPPING, CASINO)  
207-947-0101  
404 ODLIN RD  
BANGOR, ME 04401  
21 MILES AWAY

### **VETERINARIANS**

#### **Eastern Maine Emergency Veterinary Clinic**

Dirigo Dr Brewer, ME 04412

(207) 989-6267

#### **Weekday veterinarians:**

#### **Ridgerunner Vet Clinic**

559 South Main Street Winterport, ME 04496

(207) 223-2596

#### **Searsport Veterinary Hospital**

322 West Main St Searsport, ME 04974

(207) 548-2924

(Weekends: every other Saturday)

#### **Bucksport Veterinary Hospital**

11 Gross Point Rd Orland, ME 04472

(207) 469-3614

(open Saturdays until noon)

## DIRECTIONS TO TRIAL SITE

### **LONE MOOSE FARM**

63 HAWES BRIDGE RD PROSPECT, MAINE 04981

**From the South:** Take I-95 to Exit 113. Follow ME Route 3 north for 44 miles to US Route 1 north. Turn left onto US Route 1 north. Follow for 10.6 miles. Take a left onto US Route 1A north. Go 4.4 miles. Turn left onto the Hawes Bridge Rd. Lone Moose Farm is 0.2 miles on the right.

**From the East:** From the bridge in downtown Ellsworth (on RT 1) follow US Route 1 south/ME Route 3 south for 20.6 miles. Turn right onto Route 174 at the light at the end of Penobscot Narrows Bridge. Go 3.8 miles. At stop sign, cross US Route 1A onto the Hawes Bridge Rd. Lone Moose Farm is 0.2 miles on the right.

**From the North:** I-95 to Exit 180. Take a left off of the exit ramp onto the Coldbrook Road. Follow for 1.6 miles. Just before the light, bear right onto US Route 1A south. Follow for 14.9 miles. At junction of rte 174 and the Hawes Bridge Road, directly after Maddie's Place and the Prospect fire dept., take a right onto the Hawes Bridge Rd. Lone Moose Farm is 0.2 miles on the right.

## SHEEP FARM TRIAL

1. Take 10 sheep out of Pen E to Pen A. **Pen 5 points**
2. Gate Sort 5 marked sheep back into Pen E. **Sort 25 points.**  
Must have all assigned marked animals to move on.
3. Take 5 marked sheep through foot bath to Pen C. **Task 1 Footbath 15 points.**
4. Take sheep from Pen C to Pen B, out to Arena 3. **Pen work 15 points**
5. Leave the sheep. Dog and handler go to cone. Open handlers may go half-way (75 feet) between the sheep and the dog, then send the dog. Advanced handlers must remain at the cone (150 feet) and send the dog from there. You may fetch or drive the sheep back to the cone and at least 3 head of sheep must go around the cone (clockwise) before the next obstacle. **Gather Task 25 points.**
6. From the cone take the sheep to holding chute. Open handlers can move to the chute and have a winged opening. Advanced handlers must stay at the cone until all of the sheep are in the chute. When sheep are settled, open the gate. **Chute 25 points.**
7. Take sheep and put them into Pen E. **Pen work 5 points**
8. Dog and handler go into Pen E and apply topical spray (water) to all of the sheep in the pen. **Task 2 Medicating 15 points**
9. Time stops when dog and handler exit pen E.

### End of farm trial

Course time 20 minutes. 10 minute and 3 minute warnings.

**All gates must be closed before time is called. Any ties will be broken by the highest score under the CHUTE work.**



- Pen A - 28'X36'
- Pen B - 17'X38'
- Pen C - 17'X24'
- Pen D - 33'X24'
- Pen E - 10'X14'
- ra 3 - 112'X214'
- Footbarth - 16" X21'
- Chute - 18" X21'
- Pen gates - 4' min.

**SHEEP FARM TRIAL**



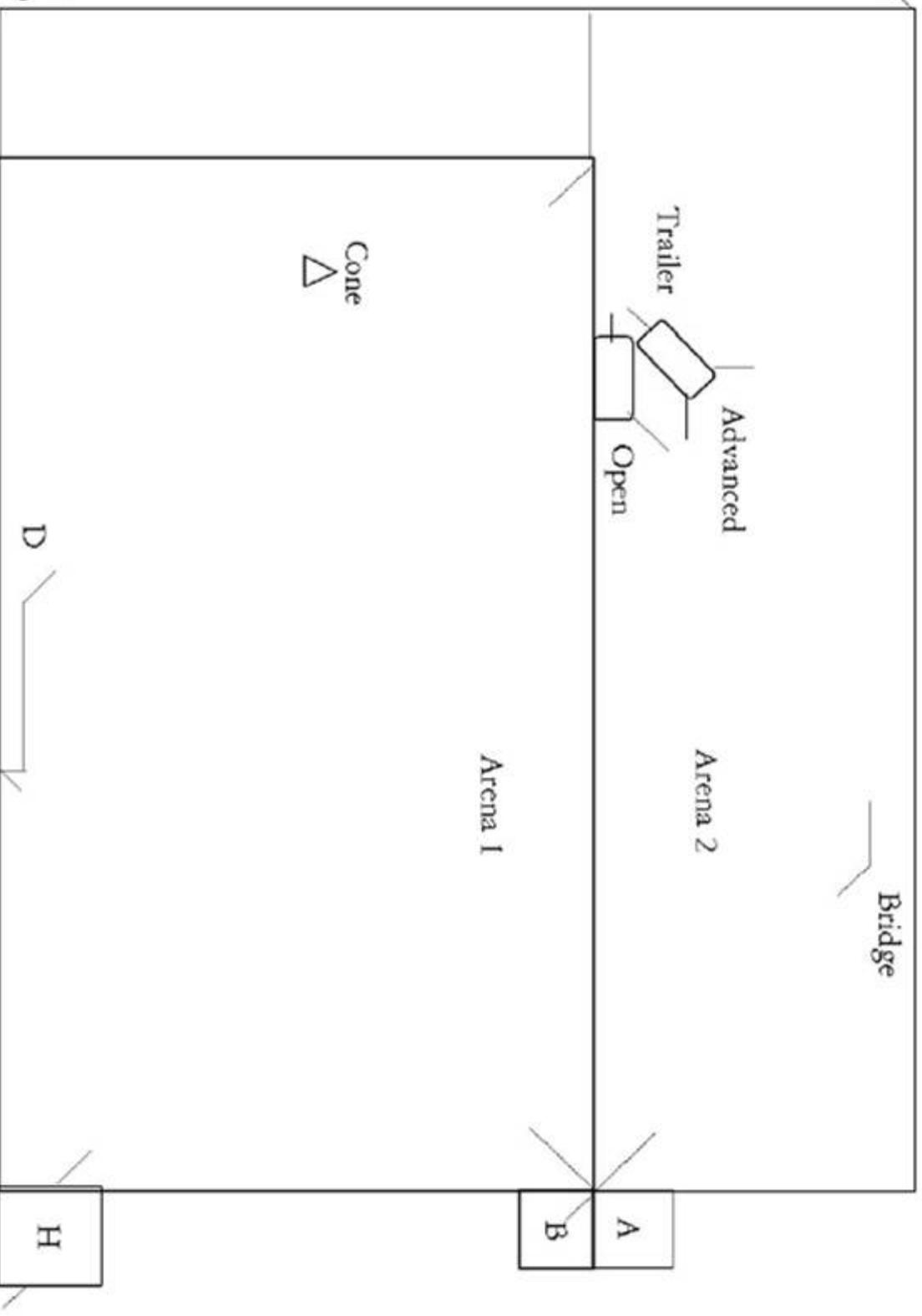
## DUCKS/TRIAL #2

**ASCA Ducks only Farm Trial Course #2 Description—18 min time limit- 3 min warning**

**All gates must be closed before time is called.**

1. Dog and Handler start at cone in arena 1 . Ducks will be set out at north end of arena 1. There will be an outrun min of 75 ft to gather the ducks back to the cone and go around the cone clockwise. Open handlers may walk halfway to the set out ducks before sending their dogs. Advanced handlers will remain at the cone as they send their dog. (**GATHER 25 PTS**)
2. Handler and dog take all the ducks through sort chute and sort 5 marked head into pen A and put the remaining ducks into pen B using the sorting chute and the sorting chute gate must be closed before proceeding. (**SORT WORK-25 PTS**)
3. Move the 5 ducks in Pen B into Pen H. (**PEN WORK-25PTS**)
4. Move the 5 ducks in Pen A into Arena 2 and take the 5 ducks over the raised garden bridge, Open handlers must complete the task with a minimum of 3 ducks before moving on. Advanced handlers must get all ducks over the bridge before moving on. The Bridge will be against a fence. (**BRIDGE TASK-15 PTS**)
5. Move the ducks into Arena 3 and put all 5 ducks into the duck trailer (there will be wings on trailer sides) and then close trailer door. Pull the lightweight trailer into arena 1 to the cone and take the ducks out of the trailer. (**TRAILER TASK-15PTS**)
6. Put all 5 ducks through Chute D from south to north, open gate at end of chute and reopen in Pen H (**CHUTE TASK-25PTS**)

***Any ties will be broken by the highest score under the **BRIDGE TASK** section.***



Pen A - 7'X7'

Pen B - 7'X7'

Pen H - 8'X8'

Arena 1 - 64'X90'

Arena 2 - 100'X30'

Bridge - 2'X4'

Chure D - 1'X12'

Trailer - 18"X42"

Pen Gates - 4' min.

Wings - 4'

**DUCK TRIAL**



Duck Hold Area