

ASCME DOWNEAST FARM TRIALS
Cattle Farm Trials at Flying M in Searsport, ME
Duck and Sheep Farm Trials at Lone Moose Farm in Prospect, ME
JULY 11 - 12, 2019

July 11th – Cattle Farm Trial #1 (Jan Wesen)
July 12th – Cattle Farm Trial #2 & Sheep Farm Trial (Robert Myrick) / Duck Farm Trial (Jan Wesen)

12 total cattle runs available per day 20 duck runs available 16 total sheep runs available

ASCA Sanction Pending/ASCA Rules
Opening Postmark: June 1, 2019 Pre-Entries Close: July 5, 2019

Judges: Robert Myrick and Jan Wesen Course Director: Cindy Reynolds Show Secretary: Warren Evans

Stock will be 5 head of beef crosses, 5 head of Katahdin sheep and 5 Call/Call ducks. Trial surface is dirt and grass. Injured livestock expenses, including veterinary and disposal fees, will be the responsibility of the handler and/or owner. Replacement costs for damaged or dead livestock, per head: market price for cattle, \$250 for sheep, \$35 for ducks.

July 11th – 2:00 – 2:30 PM: Check-in at Flying M. 2:30 PM: Handler's Meeting. Cattle Trial #1 will begin immediately after the Handler's Meeting.

July 12th - 8:00 - 8:30 AM: Check-in at Flying M. 8:30 AM: Handler's Meeting. Cattle Trial #2 will begin immediately after Handler's Meeting. Check-in for Duck trial will begin one-half hour after the conclusion of cattle trial, at Lone Moose Farm. Handler's meeting one-half hour after that, with the Duck trial beginning immediately after the Handler's meeting. Sheep trial will begin 30 minutes after the conclusion of the Duck trial.

All non-ASCA dogs must have a tracking number from ASCA to receive titles. See ASCA website (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 by computerized random draw. Bitches in heat will run last.

Entry Forms are available on the ASCA website (www.asca.org). Day of trial entries will be taken if trial is not full. A waiting list will be established if the trial fills. Prior to closing of entries, fees will be refunded only if a replacement dog is entered in place of the absent dog. After the close of entries, Entry fees are non-refundable unless there is an entry on the waiting list to replace it.

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 or handler disqualified from competing in ASCA stock trials or a person not in good standing will be accepted into the trial.**

Pre-Entry Fees: \$65* Cattle / \$55* Sheep trial / \$40* Duck. *\$205 same dog, all stock, all 4 farm trials. Pre-entry only.

Make checks payable to **ASCME** and mail to:

Warren Evans 12 Evans Ridge Rd. Windham, Me 04062 Phone: 207-894-5030 email: warren.evans@martinspoint.org

Awards: Ribbons will be awarded for 1st thru 4th place. Qualifying prizes will be given.

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

FIRESIDE INN

(ON THE OCEAN; RESTAURANT & MOTEL)

207-338-2090

159 SEARSPORT AVE. (ROUTE 1)

BELFAST, ME 04915

13 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

HOLIDAY INN

(CLOSE TO AIRPORT, SHOPPING, CASINO)

207-947-0101

404 ODLIN RD

BANGOR, ME 04401

21 MILES AWAY

SEARSPORT SHORES CAMPGROUND

(ON THE OCEAN)

207-548-6059

216 WEST MAIN STREET

SEARSPORT, ME 04974

11 MILES AWAY

RV CAMPING ON SITE: 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

VETERINARIANS

Eastern Maine Emergency Veterinary Clinic

Dirigo Drive Brewer, ME 04412

(207) 989-6267

Weekday veterinarians:

Ridgerunner Vet Clinic

559 South Main Street Winterport, ME04496

(207) 223-2596

Searsport Veterinary Hospital

322 West Main St Searsport, ME04974

(207) 548-2924

(Weekends: every other Saturday)

Bucksport Veterinary Hospital

11 Gross Point Rd Orland, ME04472

(207) 469-3614

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 Route 174 and the Hawes Bridge Road, directly after Colleen'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 2019

Stock handler puts 5 sheep in Pen F.

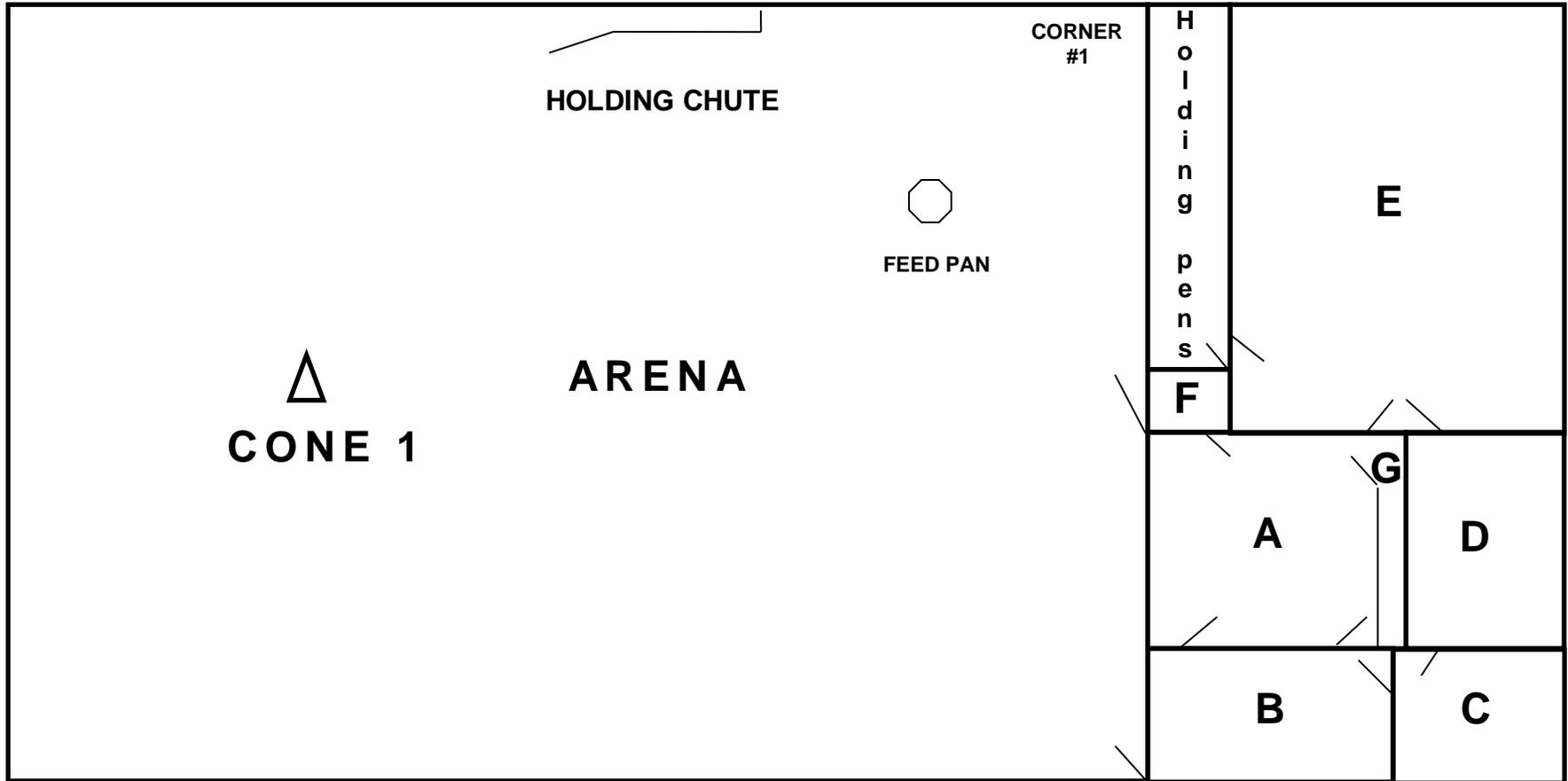
1. Take sheep out of Pen F into Pen A. **Pen #1 5 points**
2. Put all 5 sheep from Pen A into chute G. Dog holds sheep in chute while handler gathers 5 colored collars hanging on south fence of Pen A, then collars all 5 sheep in chute. **Chute task 20 points**
3. Let sheep out of Chute G into Pen C.
4. Gate sort the 3 sheep with the same colored collars from Pen C into Pen D. **Gate Sort 25 points**
5. Take remaining 2 sheep from Pen C into Pen D.
6. Take sheep from Pen D into Pen C. **Pen #2 4 points**
7. Take sheep from Pen C into Pen B. **Pen #3 4 points**
8. Take sheep from Pen B into Arena. **Pen #4 4 points**
9. When all 5 sheep are in the Arena, handler will get bucket of grain from Arena gate and proceed to feed pan. Open handlers will dump grain into feed pan. Advanced handlers will have their dogs hold the sheep in corner #1 while they dump the grain into the feed pan. While sheep are eating, dog will hold sheep to the feed pan while handler returns the bucket to the Arena gate. **Feed Pan/Hold Task #1 20 points**
10. After returning bucket handler then proceeds to Cone 1. When at Cone, handler calls dog to them. When dog is at handler's side and settled, handler will send the dog to gather stock. Open handlers may go halfway (75') between the sheep and the dog, then send the dog. Advanced handlers must remain at Cone 1 (150') and send the dog from there. You may fetch or drive the sheep back to Cone 1 and around it clockwise. **Gather 20 points**
11. From the cone take the sheep to holding chute. Open handlers can move to the chute. Advanced handlers must stay at the cone until all of the sheep are in the chute. Once in the chute handlers will take the collars off all 5 sheep. When all 5 collars are off, and sheep are settled, open the gate. Handlers will keep collars. **Collar Task #2 20 point**
12. Take sheep from holding chute to Pen F.
13. Put sheep into Pen F and leave gate open with dog holding stock in pen. While dog is holding stock, handler returns the 5 collars to the fence between Pen A and Arena where he/she originally retrieved them from. Once collars are fastened around fence, handler proceeds to Pen F. Take sheep from Pen F into holding pen area. Team will be excused if dog goes into sheep hold area. **Pen #5 8 points**

End of Farm Trial

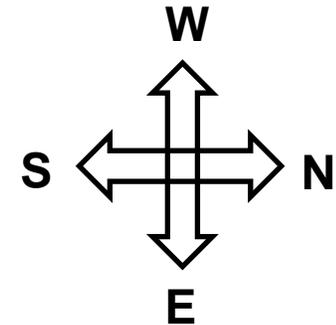
Course time 20 minutes.10 minute and 3 minute warnings.

All gates must be closed and equipment set to original position before time is called. Any ties will be broken first by the highest score under the Feed Pan/Hold task, second by the highest score under the Gather, and third by time.

SHEEP FARM TRIAL 2019



- Pen A - 28' X 36'
- Pen B - 17' X 38'
- Pen C - 17' X 24'
- Pen D - 33' X 24''
- Pen E - 55' X 60''
- Pen F- 10' X 14'
- Arena - 112' x 214'
- Chute G - 16'' x 21' w/swing gate leading to a sort gate between Pen C and Pen B
- Pen Gates - 4' min.
- Holding Chute - 18'' X 14'



Duck Farm Trial 2019

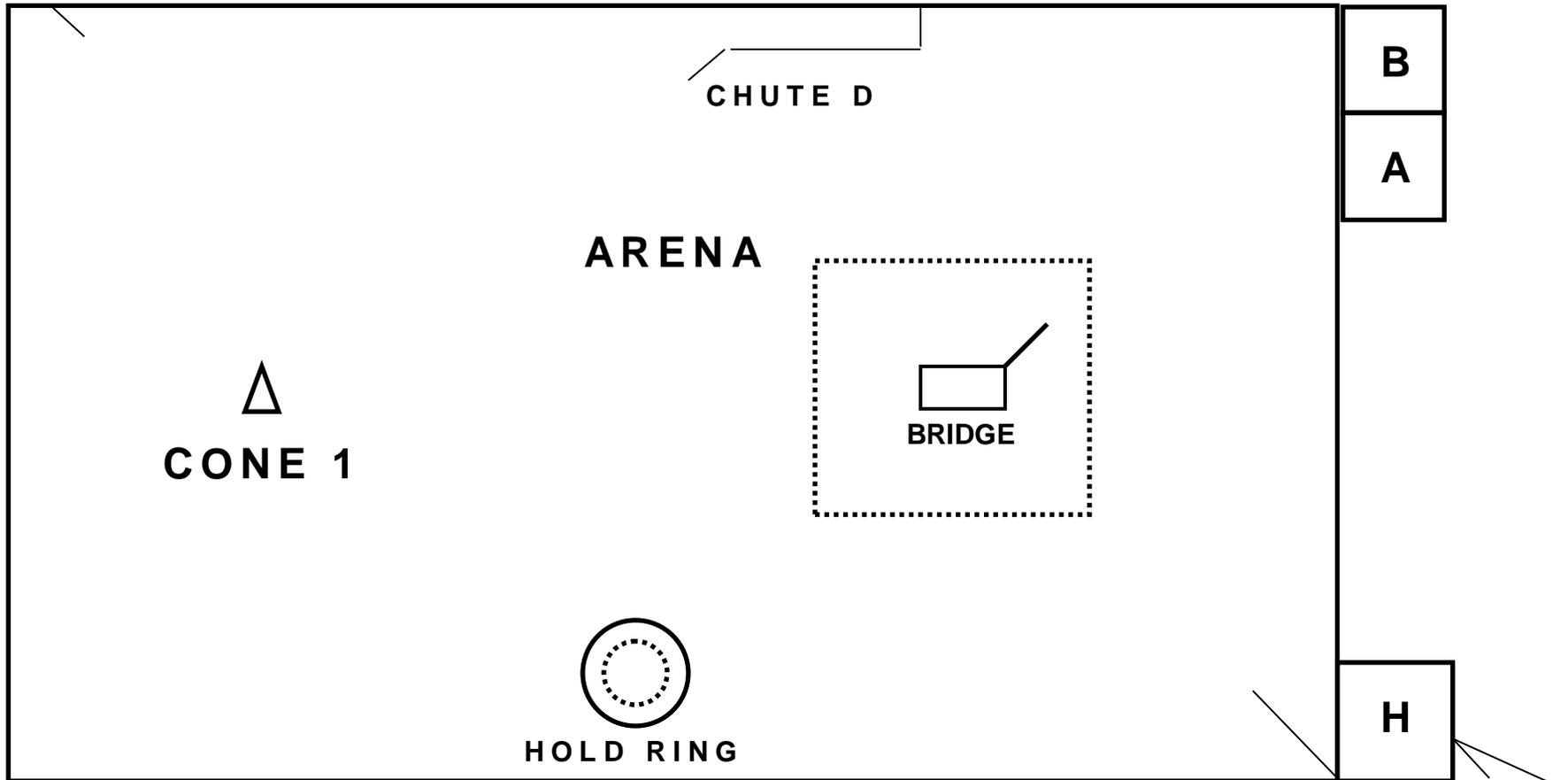
1. Take 5 ducks out of Pen H into Arena. **Pen #1 6 points**
2. Take all ducks over bridge. Bridge will have one wing on west side and will be in the center of a 20' square. Open handlers may go into the square. Advanced handlers have to stay on the outside of the square. **Bridge Task #1 20 points**
3. Take ducks clockwise around Cone #1 to south end of Chute D.
4. Put all ducks in Chute D. When ducks are in chute, handler will mist ducks with hose. Dog will hold the ducks in the chute for task. When judge gives "Go", open the gate at the end of the chute. **Chute task 20 points**
5. Take all ducks from exit of Chute D to Pens A and B.
6. Gate sort 3 marked ducks into Pen A. **Gate Sort 25 points**
7. Put remaining 2 ducks into Pen A.
8. Take all ducks from Pen A into Pen B. **Pen #2 6 points**
9. Take all ducks from Pen B into arena and leave at north end. **Pen #3 6 points**
10. Dog and handler walk to Cone 1. Leave dog at cone. Open handlers may go halfway (37.5') between the ducks and the dog, then send the dog. Advanced handlers must remain at the cone (75'), and send the dog from there. You may fetch or drive the ducks back to the Cone 1 and around it counter clockwise. **Gather 20 points**
11. From Cone 1 take ducks to Hold Ring. Open handlers will have an 6' ring, Advanced handlers will have a 3' ring. Hold ducks in Hold Ring until judge gives "go". **Hold Ring Task #20 points**
12. Take ducks from Hold Ring to Pen H. Put all ducks in Pen H, then through the back gate into duck hold area. Team will be excused if dog goes into duck hold area. **Pen #4 7 points**

End of Farm Trial

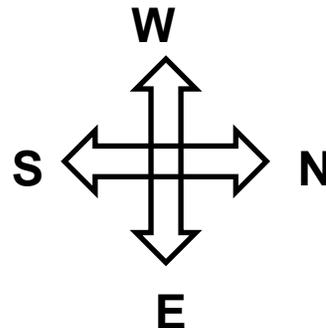
Course time 20 minutes. 10 minute and 3 minute warnings.

All gates must be closed and equipment set to original position before time is called. Any ties will be broken first by the highest score under the Bridge task, second by the highest score under the Hold Ring task, and third by time.

DUCK FARM TRIAL 2019



- Pen A - 7' X 7'
- Pen B - 7' X 7'
- Pen H - 8' X 8'
- Arena - 60' x 90'
- Chute D - 1' x 12'
- Bridge - 2' X 4'
- Hold Ring - 6' Open, 3' Adv.
- Pen Gates - 4' min.
- Exhaust gate - 20"
- Wings - 4'



Cattle Farm Trial #1 2019

Stock Handler assigns Handler a Pen # for their working stock.

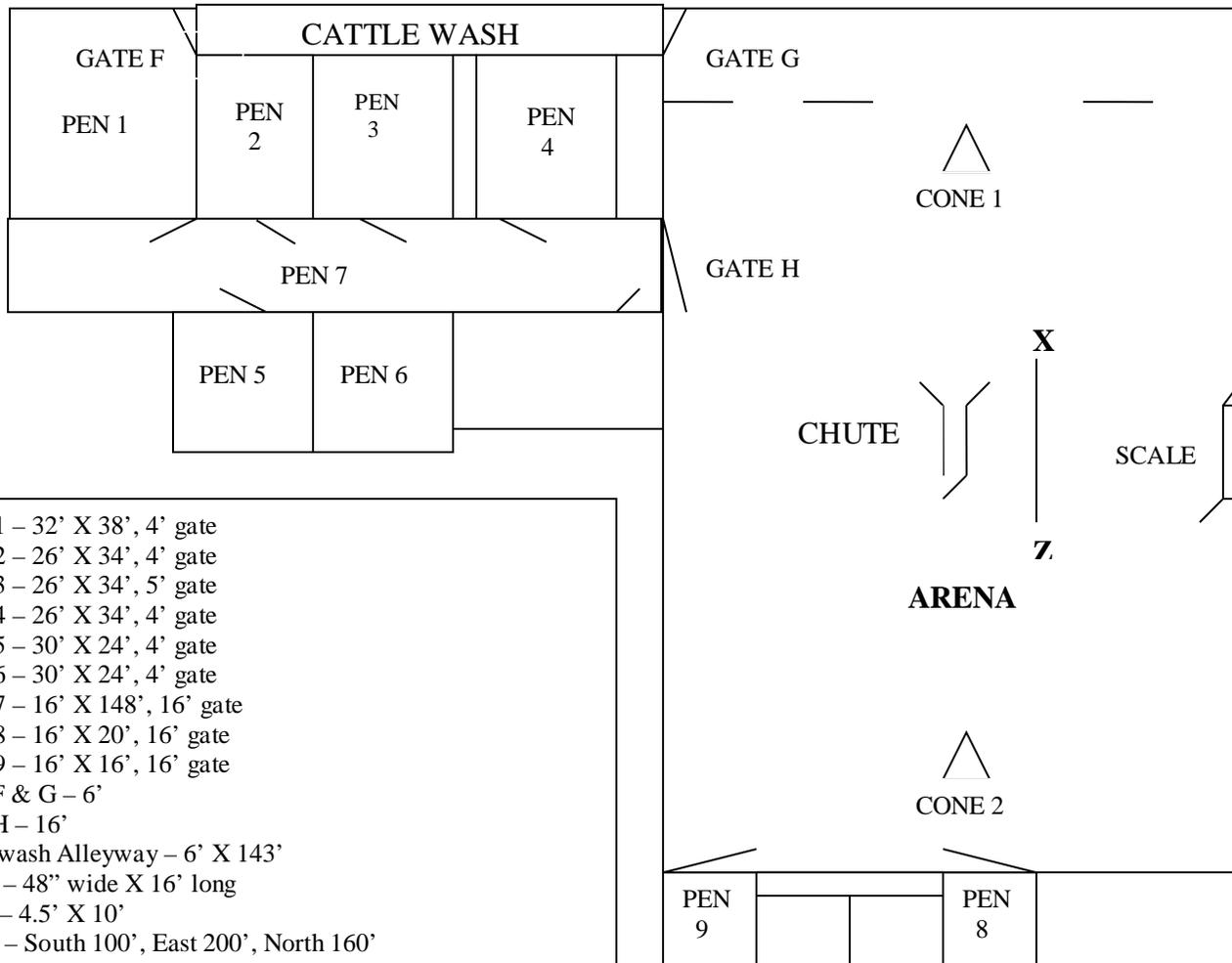
1. Take all cattle out of assigned Pen into Pen 7. **Pen #1 5 points**
2. Take cattle out of Pen 7 into Arena. **Pen #2 5 points**
3. Drive or fetch all cattle to south end of arena and settle them there near Cone 1. Dog and Handler go to Cone 2. Leave dog at cone. Open Handlers may go halfway (75') between the cattle and the dog, then send the dog. Advanced Handlers must remain at Cone 2 (150') and send the dog from there. You may fetch or drive the cattle back to Cone 2 and around it counter-clockwise to the Scale. **Gather 20 points**
4. Load cattle onto the scale. Dogs will hold the cattle on the scale while the Handler weighs the cattle and reports the weight to the Judge. Open Handlers can go with dog. Advanced Handlers must stay behind "X-Z" line between the Chute and the Scale until the cattle are on the scale. Line will be marked. **Scale Task #1 20 points**
5. After cattle have been weighed, take cattle from the Scale, counter-clockwise around Cone 1, to the Fly-spray chute. Put cattle into Chute. Handler will spray cattle with fake insecticide from pressure sprayer while dog holds them there. When done, take cattle from the Chute, in any direction, to Gate G. **Chute task 20 points**
6. Take cattle from Arena into Cattle Wash Alleyway. Run all cattle thru Cattle Wash into Pen 1. Gate F at end of Alleyway will be open for Open Handlers. Gate F will be closed for Advanced Handlers. Advanced Handlers will leave their dog to hold stock while they open Gate F. **Cattle Wash Task #2 20 points**
7. Take all cattle out of Pen 1 into Pen 7. **Pen #3 5 points**
8. Take cattle out of Pen 7 into Pen 5. **Pen #4 5 points**
9. Gate sort 3 marked cattle out of Pen 5 into Pen 7. Get remaining 2 cattle out of Pen 5 and put in Pen 7 with the 3 sorted cattle. **Gate Sort 25 points.**
10. Take cattle from Pen 7 into assigned Pen stock was taken out of. **Pen #5 5 points**

End of Farm Trial

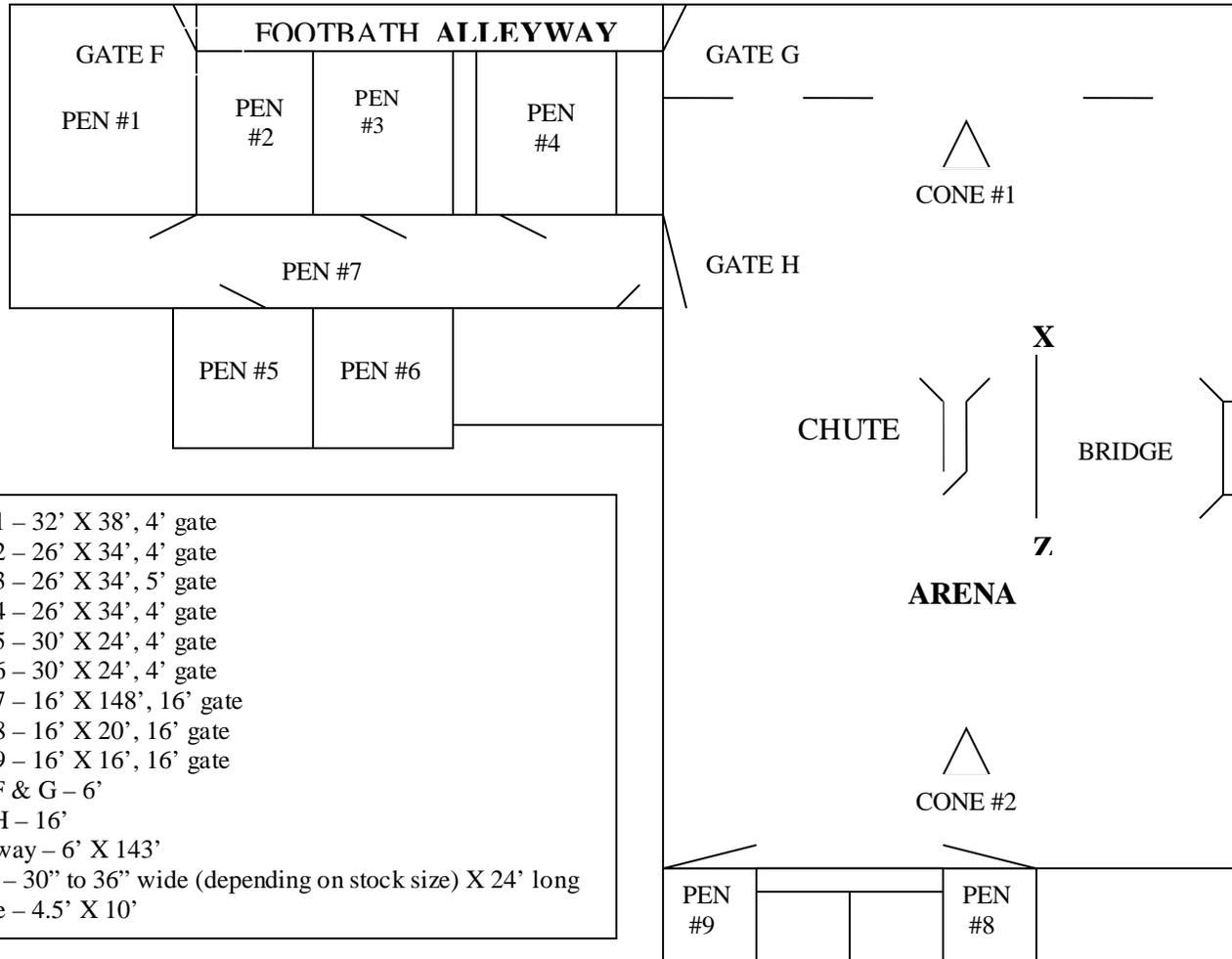
Course time 20 minutes. 10 minute and 3 minute warnings.

All gates must be closed and equipment set to original position before time is called. Any ties will be broken first by the highest score under the Scale Task, second by the highest score under the Gather, and third by time.

CATTLE FARM TRIAL #1 2019



- Pen #1 – 32' X 38', 4' gate
- Pen #2 – 26' X 34', 4' gate
- Pen #3 – 26' X 34', 5' gate
- Pen #4 – 26' X 34', 4' gate
- Pen #5 – 30' X 24', 4' gate
- Pen #6 – 30' X 24', 4' gate
- Pen #7 – 16' X 148', 16' gate
- Pen #8 – 16' X 20', 16' gate
- Pen #9 – 16' X 16', 16' gate
- Gate F & G – 6'
- Gate H – 16'
- Cattlewash Alleyway – 6' X 143'
- Chute – 48" wide X 16' long
- Scale – 4.5' X 10'
- Arena – South 100', East 200', North 160'



- Pen #1 – 32' X 38', 4' gate
- Pen #2 – 26' X 34', 4' gate
- Pen #3 – 26' X 34', 5' gate
- Pen #4 – 26' X 34', 4' gate
- Pen #5 – 30' X 24', 4' gate
- Pen #6 – 30' X 24', 4' gate
- Pen #7 – 16' X 148', 16' gate
- Pen #8 – 16' X 20', 16' gate
- Pen #9 – 16' X 16', 16' gate
- Gate F & G – 6'
- Gate H – 16'
- Alleyway – 6' X 143'
- Chute – 30" to 36" wide (depending on stock size) X 24' long
- Bridge – 4.5' X 10'

Cattle Farm Trial #2 2019

Stock Handler assigns Handler a Pen # for their working stock.

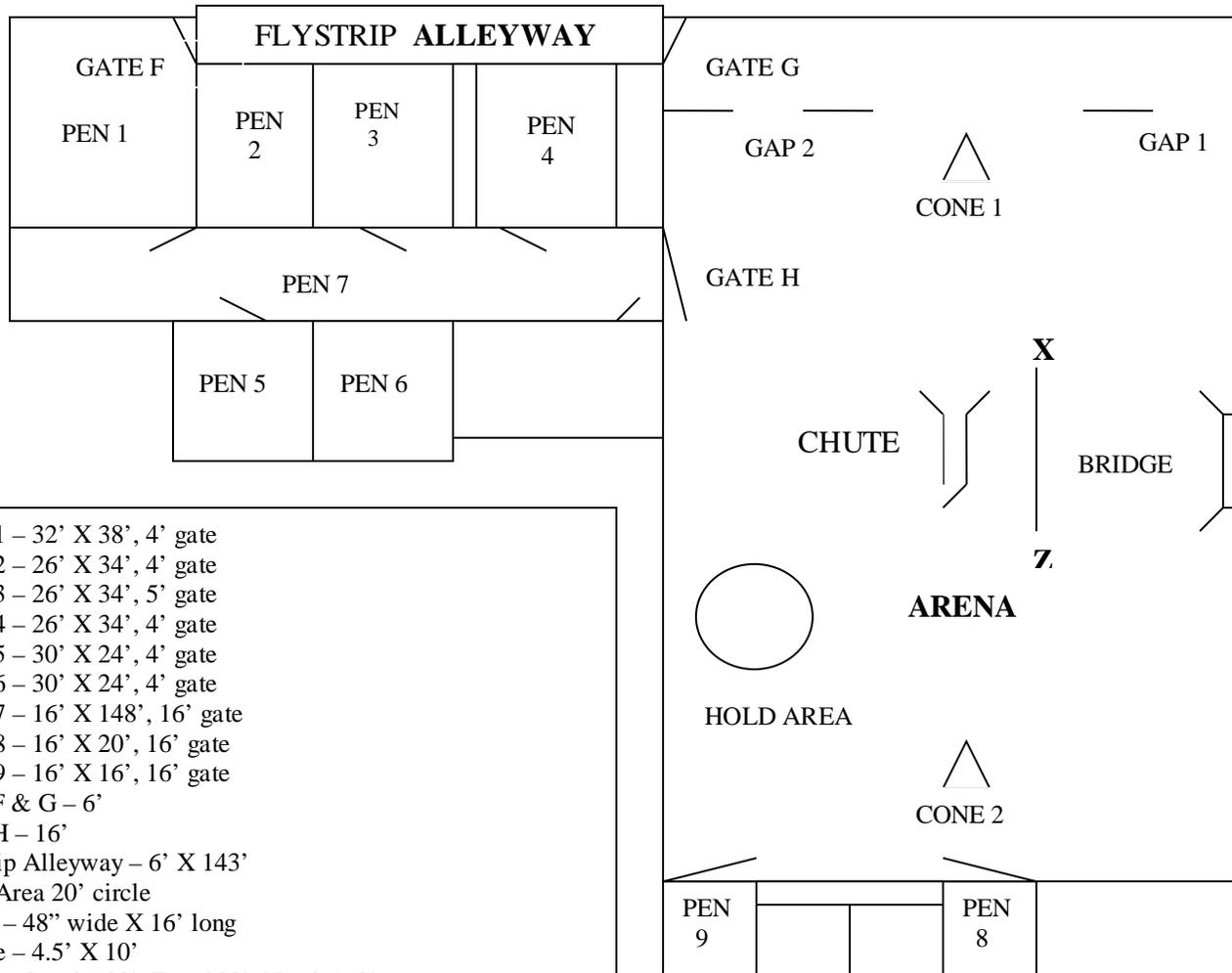
1. Take all cattle out of assigned Pen into Pen 7. **Pen #1 5 points**
2. Take cattle out of Pen 7 into Pen 5. **Pen #2 5 points**
3. Gate sort 3 marked cattle out of Pen 5 into Pen 7. Open Handlers can go anywhere, Advanced Handlers must complete the sort while hanging onto the gate of Pen 5. Get remaining 2 cattle out of Pen 5 and put in Pen 7 with the 3 sorted cattle. **Gate Sort 25 points.**
4. Take the cattle out of Pen 7, into Pen 1 **Pen #3 5 points**
5. Take cattle out of Pen 1, thru Gate F, into Alleyway. Drive cattle thru Alleyway into Arena. **Pen #4 5 points**
6. Fetch or drive cattle to north end of Arena and settle them by Cone 2. Dog and Handler go to Cone 1. Leave dog at cone. Open Handlers may go halfway (75') between the cattle and the dog, then send the dog. Advanced Handlers must remain at Cone 1 (150') and send the dog from there. You may fetch or drive the cattle back to Cone 1 and around it clockwise to the Bridge. **Gather 20 points**
7. Take cattle over Bridge. Bridge must be taken from south to north. Open Handlers can go with dog. Advanced Handlers must stay behind "X- Z" line between the Chute and the Bridge. Line will be marked. **Bridge Task #1 20 points**
8. From Bridge, take cattle clockwise, around Cone 2 to the Hold Area. Hold cattle until Judge declares a hold. **Hold Box Task #2 20 points**
9. Take cattle from Hold Area to Footbath Chute. Put cattle into Footbath Chute and hold. When done, cattle are to be let into Arena. Take cattle counter-clockwise through Gap 1, then Gap 2 to Gate H. Take cattle from Arena, thru Gate H, into Pen 7. **Chute Task 20 points**
10. Take cattle from Pen 7 into assigned Pen stock was taken out of. **Pen #5 5 points**

End of Farm Trial

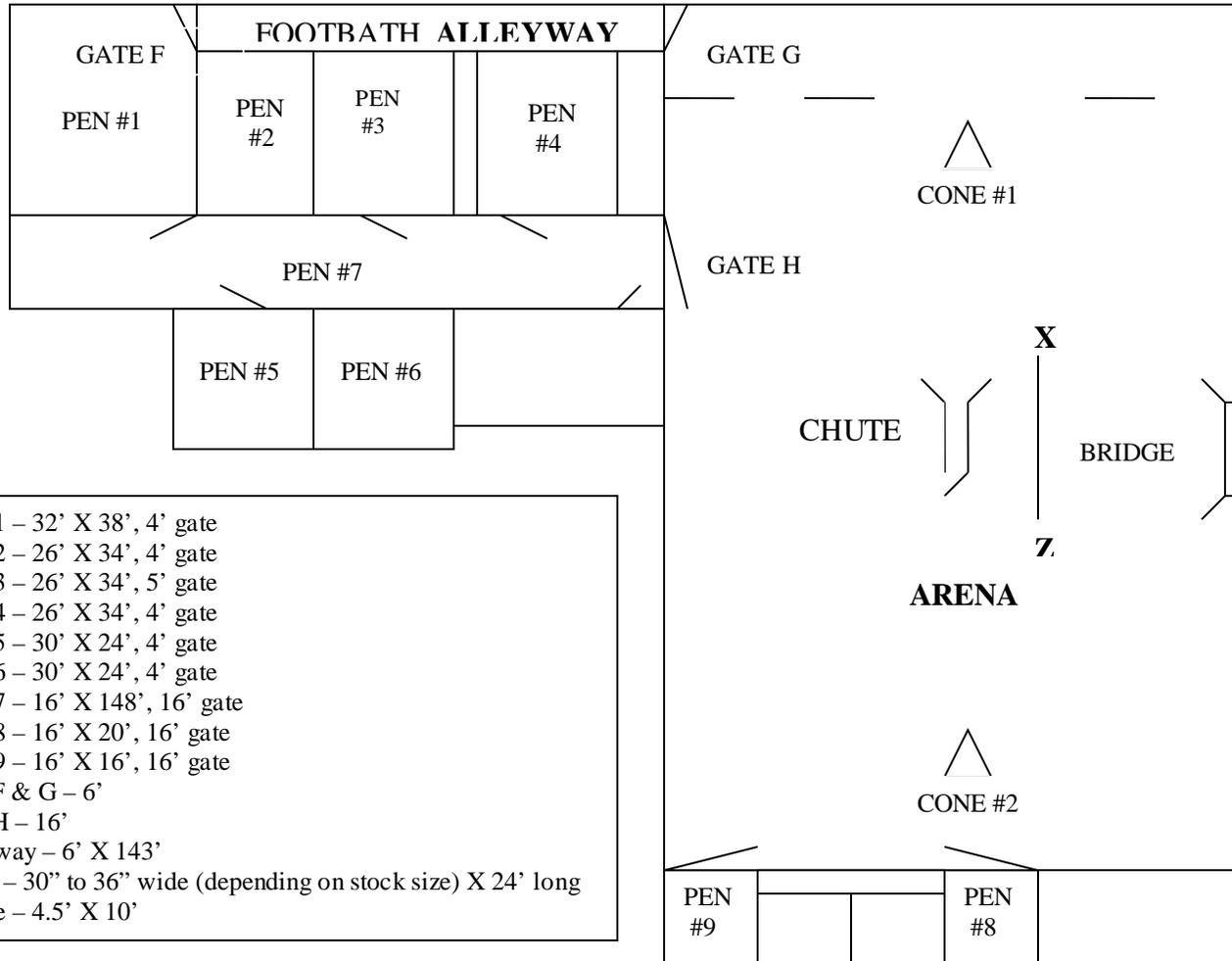
Course time 20 minutes. 10 minute and 3 minute warnings.

All gates must be closed and equipment set to original position before time is called. Any ties will be broken first by the highest score under the Chute Task, second by the highest score under the Gate Sort, and third by time.

CATTLE FARM TRIAL #2 2019



- Pen #1 – 32' X 38', 4' gate
- Pen #2 – 26' X 34', 4' gate
- Pen #3 – 26' X 34', 5' gate
- Pen #4 – 26' X 34', 4' gate
- Pen #5 – 30' X 24', 4' gate
- Pen #6 – 30' X 24', 4' gate
- Pen #7 – 16' X 148', 16' gate
- Pen #8 – 16' X 20', 16' gate
- Pen #9 – 16' X 16', 16' gate
- Gate F & G – 6'
- Gate H – 16'
- Flystrip Alleyway – 6' X 143'
- Hold Area 20' circle
- Chute – 48" wide X 16' long
- Bridge – 4.5' X 10'
- Arena – South 100'. East 200'. North 160'



- Pen #1 – 32' X 38', 4' gate
- Pen #2 – 26' X 34', 4' gate
- Pen #3 – 26' X 34', 5' gate
- Pen #4 – 26' X 34', 4' gate
- Pen #5 – 30' X 24', 4' gate
- Pen #6 – 30' X 24', 4' gate
- Pen #7 – 16' X 148', 16' gate
- Pen #8 – 16' X 20', 16' gate
- Pen #9 – 16' X 16', 16' gate
- Gate F & G – 6'
- Gate H – 16'
- Alleyway – 6' X 143'
- Chute – 30" to 36" wide (depending on stock size) X 24' long
- Bridge – 4.5' X 10'