

October 3-6, 2025
ASCA Sanction Pending
2 Farm Dog Trials (cattle/ducks/sheep/mixed)
4 Stock Dog Arena Trials (cattle/ducks/sheep)
Hardrock Farm

445 Shinall Gaines Rd NW Cartersville, GA 30121

Pre-Entries open 09/01/2025 and close 09/30/2025, Checks payable to GAASC Mail to GAASC Trial Secretary 445 Shinall Gaines Rd NW Cartersville, GA 30121. Entries postmarked before the 09/01/2025 opening date will be returned.

Course Director: Cheryl Padgett hardrockaussies@yahoo.com; Wendy Eldredge

wigglywendy@yahoo.com 678.427.2713

Trial Secretary: Wendy Eldredge wigglywendy@yahoo.com 678.427.2713

Stock: mix breed Beef cattle at market value, mix breed Hair sheep \$300 and Call ducks \$35

Farm Dog Trials Friday judge – Cheryl Padgett Monday judge – Sue Kelly

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Stock	Pre-entry	Day of	Head/Run	Maximum Runs
Cattle	\$65.00	\$70.00	5	
Ducks	\$45.00	\$50.00	5	combined
Sheep	\$55.00	\$60.00	5	32 runs
Mixed sheep & ducks	\$65.00	\$70.00	5/5	per trial
All 4 stock on same day	\$200.00	N/A	•	·

NOTE: a set out dog will not be used Divisions offered: Open, Advanced, FEO

Awards: flat ribbons for qualifying and $1^{st} - 4^{th}$, rosettes for HiT Aussie, HiT Other Breed, rosette & award for

HC each trial, rosette & award for new FTCH and new SDCH.

Arena Stockdog Trials 'H' course Saturday & Sunday Judges Roy Sage and Sue Kelly

Saturday trials Judges: AM- Sue Kelly cattle/sheep; Roy Sage ducks;

PM- Roy Sage Cattle/sheep; Sue Kelly ducks

Sunday trials Judges: AM- Roy Sage Cattle/Sheep; Sue Kelly – ducks PM Sue Kelly Cattle/Sheep; Roy Sage ducks

Stock Cattle	Pre-entry \$60.00	Day of \$65.00	Head/Run 3-5	Runs Available combined
Ducks	\$40.00	\$45.00	5	50 runs
Sheep	\$50.00	\$55.00	3-5	per trial
All 3 stock per trial	\$140.00	N/A		

Divisions offered: Started, Open, Advanced, Working Junior Handler (not for title), Novice Handler and FEO

Special Weekend Pre-entry Package, 2 farm trials all 4 stock and 4 arena trials all 3 stock \$900.00

Awards: Flat ribbons for qualifying and $1^{st} - 4^{th}$, Rosettes for HIT Aussie, HIT Other Breed, HIT Std, HIT Open, HIT Adv, HIT Champion of Record and HIT Junior Handler. HIT ties broken by class of stock (c, s, d). **Rosette & award for new FTCH, WTCH & new SDCH**.

HC all arena trials:

High Combined WTCH Aussie sponsored by GAASC

High Combined nonWTCH Aussie sponsored by Krazy G Aussies

High Combined Started sponsored by Hardrock Farm

High Combined Other Breed sponsored by Flying Carpet Aussies.

ON ALL DAYS Gates open at 7am. Handlers' meeting at 7:45am with trial starting immediately after. On Friday and Monday, parking in lower pasture only. **Entry limits may be adjusted based on pre-entries.**



Run orders will be drawn prior to the trial. Bitches in season run in draw order. **Volunteers** help make these trials run smoothly and are greatly appreciated. Please feel free to ask how you can help.

Fellowship Dinner: Join us Saturday night for a Dutch treat dinner at one of the local Cartersville restaurants. As host, Cheryl Padgett (hardrockaussies@yahoo.com) will select the restaurant and make reservations. Please let Cheryl know if and how many in your party plan to attend.

ATTENTION EXHIBITORS

All trials will be conducted under the rules and regulations of ASCA

Stockdog program.

The rule book is available at https://asca.org/wp-content/uploads/2022/10/stockdogrules.pdf, or call ASCA at 979-778-1082. Disputes must be brought to the immediate attention of the course director and will in all cases follow the dispute regulations outlined in the ASCA Stockdog rule book. Bitches in heat will run in draw order. Entry fees will not be refunded in the event a dog is absent, disqualified, excused, or barred from competition by action of the show committee. Entry fees will only be refunded if the refund request is received before the pre-entry closing date, no entry fee will be refunded if the show cannot be opened or completed by reasons of riots, civil disturbances, fire, Acts of God, or public emergency. Substitutions allowed with dogs that you own or co own. Judges may be substituted. All dogs must always be leashed or crated except when competing. No electrical and/or mechanical training devices will be permitted on the show grounds. Please clean up after your dogs. For the safety of your dogs and others all dogs must have current vaccinations against rabies, distemper/parvo, you are asked to bring a copy of the rabies certificate with you. There will be a \$35.00 service charge for any returned checks.

This is a private farm, please treat it with respect.

Farm Trial Parking on the 3rd & 6th is in the lower pasture.

Arena Trial Parking on the 4th & 5th in the upper pasture

OVERNIGHT PARKING IS NOT AVAILABLE AT THE TRIAL SITE

Camping: A-OK Campground 2523 Red Bud Rd NE Calhoun, GA 706.629.7511 calhounaokrvcampground.com

Hotels: double check pet policy before booking your rooms

Cartersville North Inn & Suites 11 Kent Dr NW Cartersville, GA 770.386.9259 - ask for 'dog show' rate Microtel Inn and Suite – 1348 Joe Frank Harris Pkwy, Cartersville, GA 678.605.9331 (30 pound limit) Days Inn – 5618 Hwy. 20 Se, Cartersville, GA 770.382.1824

Best Western Garden Inn & Suites – 5663 Highway 20 NE, Cartersville, GA 770.386.1569

Hampton Inn - 5600 Hwy. 20 SE, Cartersville, GA 770.382.8999

Knights Inn – 420 E Church St, Cartersville, GA 770.386.7263

Quality Inn - 235 S. Dixie Ave., Cartersville, GA 770.386.1361

Red Roof Inn - 28 Hwy 20 Spur, I-75 exit 290, Cartersville, GA 770.387.1800

Please, no dog washing in the motels, and please pick up after your dog at the motel and show grounds. Be sure to check with your hotel choice about pets prior to booking (pet policies change without notification).

Vet: Westside Animal Hospital, Dr. Lisa Walker 201 Doulthit Ferry Rd. Cartersville, GA 30120 770.607.3055 Emergency after hours 770.547.9153 http://www.cartersvillevets.com/westside-animal-hospital/



GAASC Farm Trial 1 - Cattle

Time: 20 minutes, warnings at 10 and 3 minutes remaining

Tie Breaker: #1 GATHER, #2 SORT
Tasks must be attempted in order.

Handler is responsible for resetting all gates including chute back/head gates.

Course will start with 5 head (2 marked) of stock in Pens 6, 7, 8 and 9 with all gates set.

	sible ore
PEN #1 – move stock from Pen Specified by Judge through Front Alley into Pen 1 Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 1 and gate close	5 ed
PEN #2 – move stock from Pen 1 into Front Alley Starts when Pen #1 is complete, ends with stock in Front Alley	5
PEN #3 – move stock from Front Alley through training pen into Arena Starts when Pen #2 is complete, ends with stock in Arena	5
TASK #1, FIELD WORK – move stock towards far end of Arena, call dog off and move behind cone Advanced handler drives stock, Open handler may drive or fetch Starts when Pen #3 is complete, ends with stock is settled at far end of Arena and dog/handled	20 r behind cone
GATHER – send dog from anywhere behind cone to gather stock Counter Clockwise around cone and into and through training pen to front alley Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog, After dog is sent for Gather handler may move anywhere Starts when dog leaves for Gather, ends with stock in Front Alley and gate closed	20
PEN #4 – move stock from Front Alley into Pen 2 Starts when Gather is complete, ends with stock in Pen 2 and gate closed	10
SORT – Advance sort 3 head, Open sort 1 marked and 2 others into Pen 3 from Pen 2, then reunite all in Pen 2 Sort direction at handler's discretion Starts when Pen #4 is complete, ends after Sort with stock in Pen 2 and gate closed	25
TASK #2, FOOTBATH – move stock from Pen 2 thru Footbath into Pen 4 Starts when Sort is complete, ends with stock in Pen 4	20
CHUTE – move stock into chute for inspection then move through Back Alley into open pen Advanced handler stays in Pen 2 while dog moves stock through chute, Open handler inspects stock from any position Starts when Footbath is complete, ends with stock re-penned and all gates reset	20

GAASC Farm Trial 1 – Mixed Sheep & Ducks

Time: 15 minutes, warnings at 7 and 3 minutes remaining Tie Breaker: #1 GATHER, #2 SORT Tasks must be attempted in order. Handler is responsible for resetting all gates including chute back/head gates. Course will start with 5 head of sheep in Pens G, H, I and J with Trailer gate open, **Possible SHEEP** Task – enter arena through green gate and load grain in pan Score SHEEP PEN #1 - move stock from Judge Specified Pen through Narrow Alley into pen B 5 Starts when handler opens gate Judge Specified Pen, ends with stock in pen B and gate closed SHEEP TASK #1, Trailer – move stock from pen B through Narrow Alley and pen D to load stock into trailer (Dog holds stock until acknowledged by judge) Unload stock and move stock back through Pen D and Narrow Alley into pen B Starts when PEN #1 is complete, ends after Trailer load/unload with stock in pen B and gate closed SHEEP TASK #2, Drive— Move sheep from pen B into Arena, drive to feed pan 20 Starts when stock is in pen B green gate is opened into arena, ends after sheep are settled at feed pan Gather – Gather stock from arena and return to pen B 20 All dogs start from cone. Advanced handler stays at cone while dog gathers stock, Open handler may move halfway to stock once dog is sent. Starts when dog is sent, ends with stock in pen B and all gates reset SHEEP PEN #2 - Move stock from pen B to holding pen via Narrow Alley. Advanced handlers must stay at gate until sheep are in holding pen. Starts when handler opens Alley gate, ends with all stock in holding pen and all gates are reset Time will stop when gate for SHEEP PEN #2 is closed. Time will restart when DUCK SORT starts. Release crated ducks into Duck pen 1 25 **DUCK SORT** – Sort 3 marked head from pen 1 to pen 2, reunite all stock into pen 1 Starts when ducks are released and crate removed, ends when all ducks are reunited **DUCK PEN #3** – move stock from pen 1 into pen 2 5 Starts when Sort is complete, ends with stock in pen 2 and gate closed **DUCK PEN #4** – Move stock from pen 2 into pen 3 10 Starts when Pen #3 is complete, ends when is in pen 3 **DUCK CHUTE** – move stock into Chute for inspect/doctor. Advanced handler treats 20 stock for parasites, Open handler inspects stock. Move ducks into crate

Starts when PEN #4 is complete, ends with stock contained in crate

GAASC Farm Trial 1 – Sheep

Time: 15 minutes, warnings at 7 and 3 minutes remaining

Tie Breaker: #1 GATHER, #2 SORT

Tasks must be attempted in order.

Handler is responsible for resetting all gates including chute back/head gates.

Course will start with 5 head (2 marked) of stock in Pens 6, 7, 8 and 9 with all gates set.

	ssible score
PEN #1 – move stock from Pen Specified by Judge through Front Alley into Pen 2 Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate clo	7 sed
Pen #2 -move stock from Pen 2 into Pen 1 Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate clo	5 sed
TASK #1, FIELD WORK — move stock from Pen 1 into pasture and past plane of green walk thru gate, call dog off and move behind cone Advanced handler drives stock, Open handler may drive or fetch Starts when Pen #1 is complete, ends with stock is settled at far end of Arena and dog/handler behind cone	20
GATHER – send dog from anywhere behind cone to gather stock gather stock to black gate Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog, After dog is sent for Gather handler may move anywhere Starts when dog leaves for Gather, ends with stock at black gate	20
PEN #3 – move stock from pasture into Pen #1 Starts when gate is opened, ends with stock in Pen #1	8
PEN #4 – move stock from Pen 1 into Pen 2 Starts when Pen #3 is complete, ends with stock in Pen 2 and gate closed	5
SORT – Advance sort 3 unmarked head, Open sort 1 marked and 2 others into Pen 3 from Pen 2, then reunite all in Pen 2 Sort direction at handler's discretion Starts when Pen #4 is complete, ends after Sort with stock in Pen 2 and gate closed	25
TASK #2, FOOTBATH – move stock from Pen 2 thru Footbath into Pen 4 Starts when Sort is complete, ends with stock in Pen 4	20
CHUTE – move stock into chute for inspection then move through Back Alley into open pen Advanced handler stays in Pen 2 while dog moves stock thru chute, Open handler inspects stock from any position Starts when Footbath is complete, ends with stock re-penned and all gates reset	20

GAASC Farm Trial 1 – Ducks

Time: 15 minutes, warnings at 7 and 3 minutes remaining

Tie Breaker: #1 GATHER, #2 SORT

Tasks must be attempted in order.

Handler is responsible for resetting all gates including chute back/head gates.

Course will start with 5 head (2 marked) of stock set out for Gather and all gates set.

Task	Possible Score
GATHER – send dog from anywhere behind cone to gather stock into Pen 1 Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog, After dog is sent for Gather handler may move anywhere Starts when dog leaves for Gather, ends with stock in Pen 1 with gate closed	20
PEN #1 – move stock from Pen 1 into Pen 2 Advanced handler must stay in Pen 1 until stock is in Pen 2, Open handler may move anywhere Starts when Pen 1 gate is closed, ends with stock in Pen 2 and gate closed	6
TASK #1, FOOTBATH – move stock thru Footbath Starts when Pen 2 gate is closed, ends when stock passes through Footbath	20
PEN #2 - move stock from pen 2 into Pen 1 Starts when Footbath is complete, ends when gate is closed	6
SORT – Advanced sort 3 unmarked head from Pen 1 to Pen 2, Open sort 1 marked head from Pen 1 to Pen 2, then reunite in Pen 2 Starts when Pen #2 is complete, ends after Sort with stock in Pen 2 and gate closed	25
PEN #3 — move stock from Pen 2 into Pen 3 Starts when Sort is complete, ends with stock in Pen 3 and gate closed	6
CHUTE – move stock into Chute, inspect/doctor than release into Pen 3 Advanced handler treats stock for parasites, Open handler inspects stock Starts when Pen 3 is complete, ends with Chute gates closed	20
TASK #2, BRIDGE/UNDERPASS – move stock over Bridge through Underpass Starts when chute is complete, ends when stock exits underpass	20
PEN #4 – move stock from Pen 3, through Pen 2, through Pen 1 and release into Arena Starts when Pen #3 is complete, ends with stock in Arena and gate closed	7

GAASC Farm Trial 2 - Cattle

Time: 20 minutes, warnings at 10 and 3 minutes remaining	Tie Breaker: #1 SORT, #2 GATHER
Tasks must be attempted in order. Handler is responsible for resetting all gates including chute back/head gates course will start with 5 head (2 marked) of stock in Pens 6, 7, 8 and 9 with	n all gates set.
Task	Possible Score
PEN #1 – move stock from Pen Specified by Judge through Front Alley into Starts when handler opens gate of Judge Specified Pen, ends with stock in	
SORT – Advance sort 3 unmarked head, Open sort 1 marked and 2 others,	into Pen 3 from Pen 2,
then reunite all in Pen 2 Sort direction at handler's discretion Starts when Pen #1 is complete, ends after Sort with stock in Pen 2 and gate closes	25 d
PEN #2 – move stock from Pen 2 through Front Alley to Arena Starts when Sort is complete, ends with stock in Arena	7
TASK #1, FIELD WORK – move stock towards far end of Arena, call dog off and move behind cone Advanced handler drives stock, Open handler may drive or fetch Starts when Pen #2 is complete, ends with stock at far end of arena and de	20 og/handler behind cone
GATHER – send dog from anywhere behind cone to gather stock into From Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog, After dog is sent for Gather handler may move anywhere Starts when dog leaves for Gather, ends with stock in Front Alley and gate	
PEN #3 – move stock from Front Alley into Pen 1 Starts when Gather is complete, ends with stock in Pen 1 and gate closed	5
PEN #4 – move stock from Pen 1 into Pen 2 Starts when Pen #3 is complete, ends with stock in Pen 2 and gate closed	5
TASK #2, FOOTBATH – move stock from Pen 2 thru Footbath into Pen 4 Starts when Pen #4 is complete, ends with stock in Pen 4	20
CHUTE – move stock into chute for inspection then move through Back Al Advanced handler stays in Pen 2 and dog moves stock thru chute, Open h stock from any position Starts when Footbath is complete, ends with stock re-penned and all gates.	nandler inspects

GAASC Farm Trial 2 – Mixed Sheep & Ducks

Time: 15 minutes, warnings at 7 and 3 minutes remaining Tasks must be attempted in order.	Tie Breaker: #1 SORT, #2 GATHER
Handler is responsible for resetting all gates including chute back/head ga Course will start with 5 head (2 marked) of sheep in Pens G, H, I and J with will be set out for Gather and all gates set.	
Task	Possible Score
SHEEP PEN #1 – move stock from Judge Specified Pen through Narrow All Starts when handler opens gate Judge Specified Pen, ends with stock in Pe	-
SHEEP Task #1 – drive sheep from Pen B to feed pan in Arena Sort direction at handler's discretion Starts when Pen #1 is complete, ends after Sort with stock in Pen B and ga	20 te closed
GATHER – gather sheep from arena into Pen B	20
SHEEP TASK #2, T Trailer – move stock from pen B through Narrow Alley a (Dog holds stock until acknowledged by judge) Unload stock and move sto Narrow Alley into pen B Starts when gather is complete with stock in pen B and gate to arena is clowith stock in pen B and gate closed	ock back through Pen D and 20
SHEEP PEN #2 – move stock from Pen B through Narrow Alley into open p Advanced handler stays at gate while dog moves stock out of pen, Open h Starts when Trailer is complete, ends after Trailer load/unload with stock in	andler may move anywhere
Time will stop when gate for SHEEP PEN #2 is closed. Time will restart w	hen DUCK PEN #3 starts.
DUCK PEN #3 – move stock from Pen 1 into Pen 2 Starts when handler opens gate Pen 1 gate, ends with stock in Pen 2 and g	5 gate closed
DUCK SORT – Advanced sort 3 ducks from pen 2 into pen 3; Open sort 1 Reunite all ducks into pen 2 Starts when Pen 2 gate is closed, ends when all stock is in pen 2 and gate	25
DUCK PEN #4 – move stock from pen 2 into pen 3 Starts when Sort is complete, ends with stock in pen 3	10
DUCK CHUTE – move stock into Chute for inspect/doctor. Advanced hand stock for parasites. Open handler inspects stock. Move ducks into crate	ler treats 20

Starts when PEN #4 is complete, ends with stock contained in crate

GAASC Farm Trial 2 – Sheep

Time: 15 minutes, warnings at 7 and 3 minutes remaining Tasks must be attempted in order. Handler is responsible for resetting all gates including chute back/head gat	Tie Breaker: #1 SORT, #2 GATHER
Course will start with 5 head (2 marked) of stock in Pens 6, 7, 8 and 9 with	all gates set.
Task	Possible Score
PEN #1 – move stock from Pen Specified by Judge through Front Alley into Starts when handler opens gate of Judge Specified Pen, ends with stock in F	
PEN #2 – move stock from Pen 1 into Pen 2 Starts when Pen 1 is complete, ends with stock in Pen 2 and gate closed	7
SORT – Advance sort 3 unmarked head, Open sort 1 marked and 2 others, all in Pen 2 Sort direction at handler's discretion Starts when Pen #2 is complete, ends after Sort with stock in Pen 2 and gate closes	25
PEN #3 – move stock from Pen 2 into Pen 1 Starts when Sort is complete, ends with stock in Pen 1 and gate closed	5
TASK #1, FIELD WORK —move stock from Pen 1 into pasture and past the plane of green walk thru gate. call dog off and move behind cone Advanced handler drives stock, Open handler may drive or fetch Starts when Pen #2 is complete, ends with stock at far end of arena and do	20
GATHER – send dog from anywhere behind cone to gather stock into Pen 1 Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog After dog is sent for Gather handler may move anywhere Starts when dog leaves for Gather, ends with stock in pen 1 and gate closed	
PEN #4 — move stock from Pen 1 into Pen 2 Starts when gather is complete, ends with stock in Pen 2 and gate closed	5
TASK #2, FOOTBATH – move stock from Pen 2 thru Footbath into Pen 4 Starts when Pen #4 is complete, ends with stock in Pen 4	20
CHUTE – move stock into chute for inspection then move through Back Alle Advanced handler stays in Pen 2 while dog pushes stock thru chute, Open stock from any position Starts when Footbath is complete, ends with stock re-penned and all gates	handler inspects

GAASC Farm Trial 2 - Ducks

Time: 15 minutes, warnings at 7 and 3 minutes remaining

Tie Breaker: #1 SORT, #2 GATHER

Tasks must be attempted in order.

Handler is responsible for resetting all gates including chute back/head gates.

Course will start with 5 head (2 marked) of stock in Take/Exhaust Pen and all gates set.

	Possible
Task Score	
PEN #1 – move stock from Take/Exhaust Pen into Arena Starts when gate is opened, ends with stock in Arena and gate closed	6
GATHER – send dog from anywhere behind cone to gather stock into Pen 1 Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog, after dog is sent for Gather handler may move anywhere Starts when dog leaves for Gather, ends with stock in Pen 1 with gate closed	20
PEN #2 – move stock from Pen 1 into Pen 2 Starts when Gather is complete, ends with stock in Pen 2 and gate closed	6
SORT – sort 3 unmarked head into Pen 3, then reunite into Pen 2 Starts when Pen #2 is complete, ends with all stock in Pen 2.	25
TASK #1, FOOTBATH — move stock thru Footbath Starts when Sort is complete, ends when stock passes through Footbath	20
Pen #3 - move stock from Pen 2 into Pen 3 Starts when Task #1 is complete, ends when gate is closed	6
TASK #2, BRIDGE/UNDERPASS – move stock over Bridge through Underpass Starts when Pen 3 is complete, ends when stock exits underpass	20
CHUTE – move stock thru Chute, inspect/doctor than release into Pen 3 Advanced handler treats stock for parasites, Open handler inspects stock Starts when Task 2 is complete, ends with stock in Pen 3 and bridge and chute gates closed.	20
PEN #4 – move stock from Pen 3 through Pens 2 and 1 into Arena Starts when Chute is complete, ends with stock in Arena and gate closed	7



