





**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](mailto: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://www.asca.org/wp-content/uploads/2019/05/June-2019-Stockdog-Rules-5-24-2019.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, pages. 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. The show-giving club, the Show Chairman, their agents, officers, and/or committee shall assume no responsibility for injury to children. 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. Refunds issued up to pre-entry deadline. Substitutions allowed with dogs that you own or co own.

**This is a private farm, please treat it with respect.  
OVERNIGHT PARKING IS NOT AVAILABLE AT THE TRIAL SITE**

Camping: KOA - 800 Cassville White Rd NW, Cartersville, GA 30121 (770) 382-7330

Hotels: double check pet policy before booking your rooms

Econo Lodge – exit 290 off I-75, Cartersville, GA 770.382.8881

Microtel Inn and Suite – 1348 Joe Frank Harris Pkwy, Cartersville, GA 678.605.9310 Super

8 – exit 290 off I-75, Cartersville, GA 770.382.1515

Red Roof Inn – 28 Hwy 20 Spur, 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/>

**COVID-19 STATEMENT: All State and Local COVID-19 regulations will be followed. As this is a fluid situation, please check the latest information here:**

[https://wedc.org/wp-content/uploads/2020/05/WEDC\\_COVID-19-Outdoor-Recreation-Guidelines.pdf](https://wedc.org/wp-content/uploads/2020/05/WEDC_COVID-19-Outdoor-Recreation-Guidelines.pdf) Per ASCA's guidelines, competitors showing any symptoms or with relatives showing symptoms must stay home and not participate in events. People who test positive or have relatives who test positive for coronavirus should follow state and local quarantine rules. Entry fees will be refunded for any COVID-19 related cancellations.

## GAASC Farm Trial 1 – Cattle

Time: 18 minutes, warnings at 10 and 3 minutes

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.

Task	Possible Score
<b>PEN #1</b> – move stock from Pen Specified by Judge through Front Alley into Pen 1 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 1 and gate closed</i>	<b>5</b>
<b>PEN #2</b> – move stock from Pen 1 into Front Alley <i>Starts when Pen #1 is complete, ends with stock in Front Alley</i>	<b>5</b>
<b>PEN #3</b> – move stock from Front Alley into Arena <i>Starts when Pen #2 is complete, ends with stock in Arena</i>	<b>5</b>
<b>TASK #1, FIELD WORK</b> – move stock towards far end of Arena, call dog off and move behind cone Advanced handler drives stock, Open handler may drive or fetch <i>Starts when Pen #3 is complete, ends with stock is settled at far end of Arena with dog/handler behind cone</i>	<b>20</b>
<b>GATHER</b> – send dog from anywhere behind cone to gather stock into Front Alley Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog <i>Starts when dog leaves for gather, ends with stock in Front Alley and gate closed</i>	<b>20</b>
<b>PEN #4</b> – move stock from Front Alley through Pen 1 into Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	<b>10</b>
<b>SORT</b> – sort 3 unmarked head into Pen 3 from Pen 2, then reunite all in Pen 2 Sort direction at handler's discretion <i>Starts when Pen #4 is complete, ends with stock in Pen 2 and gate closed</i>	<b>25</b>
<b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Sort is complete, ends with stock in Pen 4</i>	<b>20</b>
<b>CHUTE</b> – move stock into chute for inspection then move through Back Alley into open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Footbath is complete, ends with stock re-penned and all gates reset</i>	<b>20</b>

## GAASC Farm Trial 1 – Mixed Sheep & Ducks

Time: 12 minutes, warnings at 7 and 3 minutes

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 sheep in Pens G, H, I and J with Trailer gate open, 5 head of ducks will in Pen 1 and all gates set.

Task	Possible Score
<b>SHEEP PEN #1</b> – move stock from Judge Specified Pen through Narrow Alley into Pen B <i>Starts when handler opens gate Judge Specified Pen, ends with stock in Pen B and gate closed</i>	6
<b>SHEEP TASK #1 TRAILER</b> – move stock from Pen B through Narrow Alley and Pen D to load stock into trailer Unload stock and move stock back through Pen D and Narrow Alley into Pen B (leave trailer open) <i>Starts when Pen #1 is complete, ends with stock in Pen B and gate closed</i>	20
<b>SHEEP SORT</b> – sort 3 unmarked head into Pen C from Pen B, then reunite all in Pen B Sort direction at handler's discretion <i>Starts when Trailer is complete, ends with stock in Pen B and gate closed</i>	25
<b>SHEEP PEN #2</b> – move stock from Pen B through Narrow Alley into open pen Advanced handler stays at gate while dog moves stock out of pen, Open handler may move anywhere <i>Starts when Sort is complete, ends with stock in open pen and all gates reset</i>	6
<b>Time will stop when gate for SHEEP PEN #2 is closed. Time will restart when DUCK GATHER starts.</b>	
<b>DUCK PEN #3</b> – move stock from Pen 1 through Pen 2 into Pen 3 <i>Starts when handler opens Pen 1 gate, ends with stock in Pen 3 and gate closed</i>	7
<b>DUCK TASK #2, FOOTBATH</b> – move stock thru Footbath <i>Starts when Pen #3 is complete, ends stock is in Pen 3 with Footbath gates closed</i>	20
<b>DUCK CHUTE</b> – move stock into Chute for inspect/doctor and load Crate Advanced handler treats stock for parasites, Open handler inspects stock <i>Starts when Footbath is complete, ends with stock in Crate and Chute gates closed</i> <i>Time will stop when Crate door is closed and restart when dog leaves for Gather</i>	20
<b>DUCK GATHER</b> – 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 <i>Starts when dog leaves for Gather, ends with stock in Pen 1 and gate closed</i>	20
<b>DUCK PEN #4</b> – move stock from Pen 1 into Alley <i>Starts when Gather is complete, ends with stock in Alley and all gates reset</i>	6

## GAASC Farm Trial 1 – Sheep

Time: 14 minutes, warnings at 7 and 3 minutes

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.

Task	Possible Score
<b>PEN #1</b> – move stock from Pen Specified by Judge through Front Alley and Pen 1 into Pen 2 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate closed</i>	<b>10</b>
<b>PEN #2</b> – move stock from Pen 2 into Pen 1 <i>Starts when Pen #1 is complete, ends with stock in Pen 1 with gate closed</i>	<b>5</b>
<b>PEN #3</b> – move stock from Pen 1 into Pasture <i>Starts when Pen #2 is complete, ends with stock in Pasture</i>	<b>5</b>
<b>TASK #1, FIELD WORK</b> – move stock towards far end of Pasture, past Arena gate call dog off and move behind cone (tree) Advanced handler drives stock, Open handler may drive or fetch <i>Starts when Pen #3 is complete, ends with stock settled at far end of Pasture with dog/handler behind cone</i>	<b>20</b>
<b>GATHER</b> – 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 <i>Starts when dog leaves for gather, ends with stock in Pen 1 and gate closed</i>	<b>20</b>
<b>PEN #4</b> – move stock from Pen 1 into Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	<b>5</b>
<b>SORT</b> – sort 3 unmarked head into Pen 3 from Pen 2, then reunite all in Pen 2 Sort direction at handler's discretion <i>Starts when Pen #4 is complete, ends with stock in Pen 2 and gate closed</i>	<b>25</b>
<b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Sort is complete, ends with stock in Pen 4</i>	<b>20</b>
<b>CHUTE</b> – move stock into chute for inspection then move through Back Alley into open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Footbath is complete, ends with stock re-penned and all gates reset</i>	<b>20</b>

## GAASC Farm Trial 1 – Ducks

Time: 12 minutes, warnings at 7 and 3 minutes

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 Gather Basket and all gates set.

Task	Possible Score
<b>GATHER</b> – 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 <i>Starts when dog leaves for gather, ends with stock in Pen 1 with gate closed</i>	<b>20</b>
<b>SORT</b> – sort 3 marked head into Pen 2 from Pen 1 then reunite all in Pen 1 Advanced handler must sort from Pen 1 to Pen 2, Open handler may sort into or out of Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 1 and gate closed</i>	<b>25</b>
<b>PEN #1</b> – move stock from Pen 1 into Pen 2 <i>Starts when Sort is complete, ends with stock in Pen 2 and gate closed</i>	<b>6</b>
<b>TASK #1 BRIDGE</b> – move stock over Bridge <i>Starts when Pen #1 is complete, ends when stock have cleared bridge</i>	<b>20</b>
<b>PEN #2</b> – move stock from Pen 2 into Pen 3 <i>Starts when Bridge is complete, ends with stock in Pen 3 and gate closed</i>	<b>6</b>
<b>CHUTE</b> – move stock into Chute, inspect/doctor than release into Pen 3 Advanced handler treats stock for parasites, Open handler inspects stock <i>Starts when Pen #2 is complete, ends with stock in Pen 3 and Chute gates closed</i>	<b>20</b>
<b>TASK #2, FOOTBATH</b> – move stock thru Footbath <i>Starts when Chute is complete, ends with stock in Pen 3 and Footbath gates closed</i>	<b>20</b>
<b>PEN #3</b> – move stock from Pen 3 into Pen 2 <i>Starts when Footbath is complete, ends with stock in Pen 2 and gate closed</i>	<b>6</b>
<b>PEN #4</b> – move stock from Pen 2 through Pen 1 into Alley <i>Starts when Pen #3 is complete, ends with stock in Alley and all gates reset</i>	<b>7</b>

## GAASC Farm Trial 2 – Cattle

Time: 18 minutes, warnings at 10 and 3 minutes

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 all course gates set.

Task	Possible Score
<b>PEN #1</b> – move stock from Pen Specified by Judge through Front Alley and Pen 1 into Pen 2 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate closed</i>	<b>8</b>
<b>SORT</b> – sort 3 unmarked head into Pen 3 from Pen 2, then reunite all in Pen 1 Sort direction at handler's discretion <i>Starts when Pen #1 is complete, ends with stock in Pen 1 and gate closed</i>	<b>25</b>
<b>PEN #2</b> – move stock from Pen 1 through Front Alley to Arena <i>Starts when Sort is complete, ends with stock in Arena</i>	<b>7</b>
<b>TASK #1 FIELD WORK</b> – move stock towards far end of Arena, call dog off and move behind cone Advanced handler drives stock, Open handler may drive or fetch <i>Starts when Pen #2 is complete, ends with stock at far end of arena and dog/handler behind cone</i>	<b>20</b>
<b>GATHER</b> – send dog from anywhere behind cone to gather stock and move stock into Front Alley Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog <i>Starts when dog leaves for gather, ends with stock in Front Alley and gate closed</i>	<b>20</b>
<b>PEN #3</b> – move stock from Front Alley into Pen 1 <i>Starts when Gather is complete, ends with stock in Pen 1</i>	<b>5</b>
<b>PEN #4</b> – move stock from Pen 1 into Pen 2 <i>Starts when Pen #3 is complete, ends with stock in Pen 2 and gate closed</i>	<b>5</b>
<b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Pen #4 is complete, ends with stock in Pen 4</i>	<b>20</b>
<b>CHUTE</b> – move stock into chute for inspection then move through Back Alley into open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Footbath is complete, ends with stock re-penned and all gates reset</i>	<b>20</b>

## GAASC Farm Trial 2 – Mixed Sheep & Ducks

Time: 12 minutes, warnings at 7 and 3 minutes

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 sheep in Pens G, H, I and J with Trailer gate open, 5 head of ducks in Gather Basket and all gates set.

Task	Possible Score
<b>SHEEP PEN #1</b> – move stock from Judge Specified Pen through Narrow Alley into Pen B <i>Starts when handler opens gate Judge Specified Pen, ends with stock in Pen B and gate closed</i>	6
<b>SHEEP SORT</b> – sort 3 unmarked head into Pen C from Pen B, then reunite all in Pen B Sort direction at handler's discretion <i>Starts when Pen #1 is complete, ends with stock in Pen B and gate closed</i>	25
<b>SHEEP TASK #1 TRAILER</b> – move stock from Pen B through Narrow Alley and Pen D to load stock into trailer Unload stock and move stock back through Pen D and Narrow Alley into Pen B (leave trailer open) <i>Starts when Sort is complete, ends with stock in Pen B and gate closed</i>	20
<b>SHEEP PEN #2</b> – move stock from Pen B through Narrow Alley into open pen Advanced handler stays at gate while dog moves stock out of pen, Open handler may move anywhere <i>Starts when Trailer is complete, ends with stock in open pen and all gates reset</i>	6
<b>Time will stop when gate for SHEEP PEN #2 is closed. Time will restart when DUCK GATHER starts.</b>	
<b>DUCK GATHER</b> – 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 <i>Starts when dog leaves for Gather, ends with stock in Pen 1 and gate closed</i>	20
<b>DUCK PEN #3</b> – move stock from Pen 1 through Pen 2 into Pen 3 <i>Starts when Gather is complete, ends with stock in Pen 3 and gate closed</i>	7
<b>DUCK TASK #2, FOOTBATH</b> – move stock thru Footbath <i>Starts when Pen #3 is complete, ends stock is in Pen 3 with Footbath gates closed</i>	20
<b>DUCK CHUTE</b> – move stock into Chute for inspect/doctor Advanced handler treats stock for parasites, Open handler inspects stock <i>Starts when Footbath is complete, ends with stock in Pen 3 and Chute gates closed</i>	20
<b>DUCK PEN #4</b> – move stock from Pen 3 through Pens 2 & 1 into Alley <i>Starts when Chute is complete, ends with stock in Pen 2 and all gates reset</i>	6



## GAASC Farm Trial 2 – Sheep

Time: 14 minutes, warnings at 7 and 3 minutes

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 and 8 with all course gates set.

Task	Possible Score
<b>PEN #1</b> – move stock from Pen Specified by Judge through Front Alley and Pen 1 into Pen 2 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate closed</i>	<b>10</b>
<b>SORT</b> – sort 3 unmarked head into Pen 3 from Pen 2, then reunite all in Pen 2 Sort direction at handler's discretion <i>Starts when Pen #1 is complete, ends with stock in Pen 2 and gate closed</i>	<b>25</b>
<b>PEN #2</b> – move stock from Pen 2 into Pen 1 <i>Starts when Sort is complete, ends with stock in Pen 1 with gate closed</i>	<b>5</b>
<b>PEN #3</b> – move stock from Pen 1 into Pasture <i>Starts when Pen #2 is complete, ends with stock in Pasture</i>	<b>5</b>
<b>TASK #1, FIELD WORK</b> – move stock towards far end of Pasture, past Arena gate call dog off and move behind cone (tree) Advanced handler drives stock, Open handler may drive or fetch <i>Starts when Pen #3 is complete, ends with stock settled at far end of Pasture and dog/handler behind cone</i>	<b>20</b>
<b>GATHER</b> – send dog from anywhere behind cone to gather stock and move stock into Pen 1 Advanced handler stays behind cone until dog is sent, Open handler may move up halfway before sending dog <i>Starts when dog leaves for gather, ends with stock in Pen 1 and gate closed</i>	<b>20</b>
<b>PEN #4</b> – move stock from Pen 1 to Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	<b>5</b>
<b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Pen #4 is complete, ends with stock in Pen 4</i>	<b>20</b>
<b>CHUTE</b> – move stock into chute for inspection then move through Back Alley into open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Footbath is complete, ends with stock re-penned and all gates reset</i>	<b>20</b>

## GAASC Farm Trial 2 – Ducks

Time: 12 minutes, warnings at 7 and 3 minutes

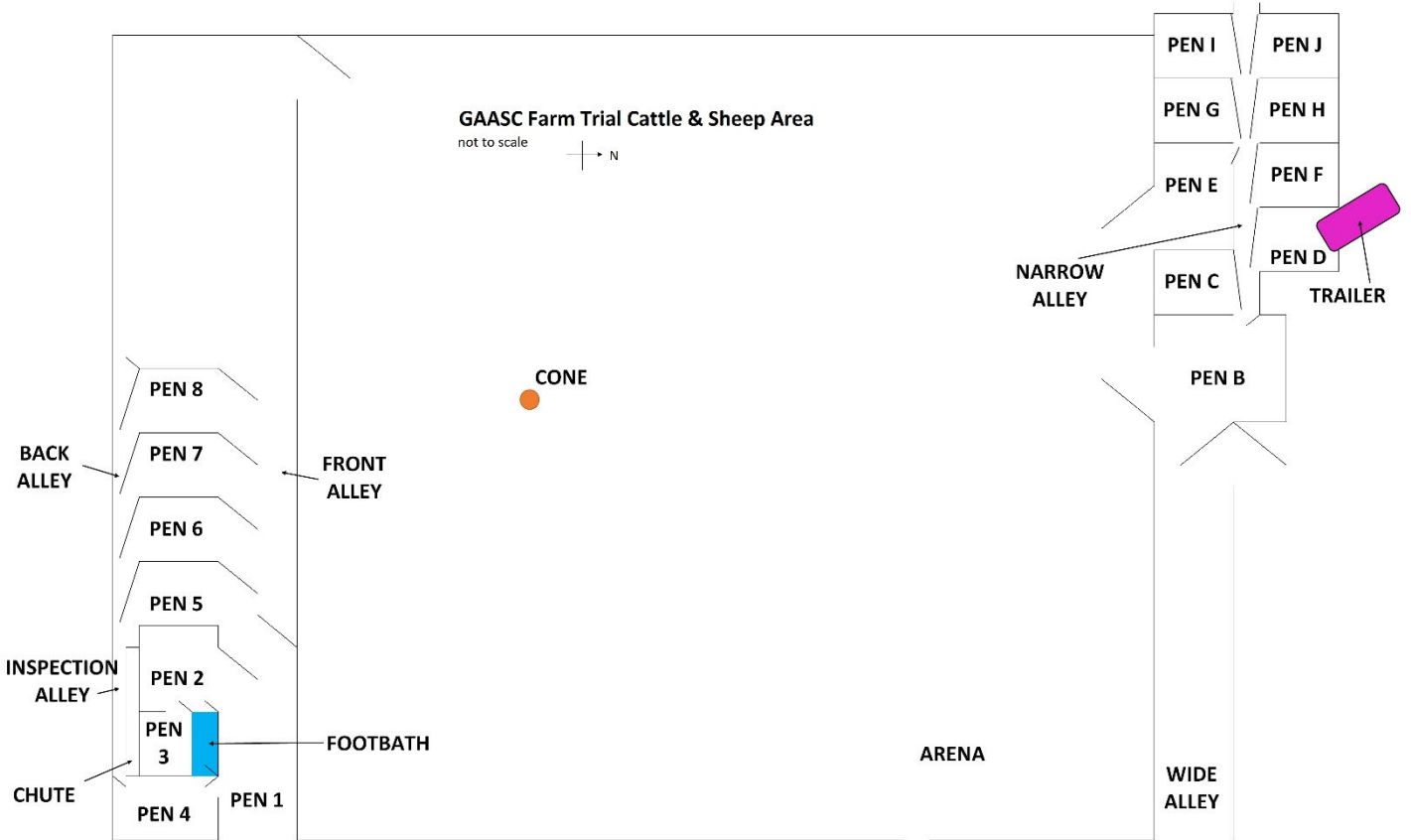
Tie Breaker: #1 SORT, #2 GATHER

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 Pen 2 and all gates set.

Task	Possible Score
<b>PEN #1</b> – move stock from Pen 2 into Pen 1 <i>Starts when handler opens gate of Pen with stock, ends with stock in Pen 1 and gate closed</i>	6
<b>PEN #2</b> – move stock from Pen 1 into Pen 2 <i>Starts when Pen #1 is complete, ends with stock in Pen 2 and gate closed</i>	6
<b>TASK #1 BRIDGE</b> – move stock over Bridge <i>Starts when Pen #2 is complete, ends when stock have cleared bridge</i>	20
<b>SORT</b> – sort 3 unmarked head into Pen 3 from Pen 2 then reunite all in Pen 2 Advanced handler must sort from Pen 2 to Pen 3, Open handler may sort into or out of Pen 3 <i>Starts when Bridge is complete, ends with stock in Pen 2 and gate closed</i>	25
<b>PEN #3</b> – move stock from Pen 2 into Pen 3 <i>Starts when Sort is complete, ends with stock in Pen 3 and gate closed</i>	6
<b>TASK #1, FOOTBATH</b> – move stock from Pen 3 thru Footbath <i>Starts when Pen #3 is complete, ends with stock in Pen 3 and Footbath gates closed</i>	20
<b>CHUTE</b> – move stock into Chute, inspect/doctor than load Crate Advanced handler treats stock for parasites, Open handler inspects stock <i>Starts when Pen #3 is complete, ends with stock in Crate</i> <i>Time will stop when Crate door is closed and restart when dog leaves for Gather</i>	20
<b>GATHER</b> – 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 <i>Starts when dog leaves for gather, ends with stock in Pen 1 and gate closed</i>	20
<b>PEN #4</b> – move stock from Pen 1 into Alley <i>Starts when Gather is complete, ends with stock in Alley and all gates reset</i>	7



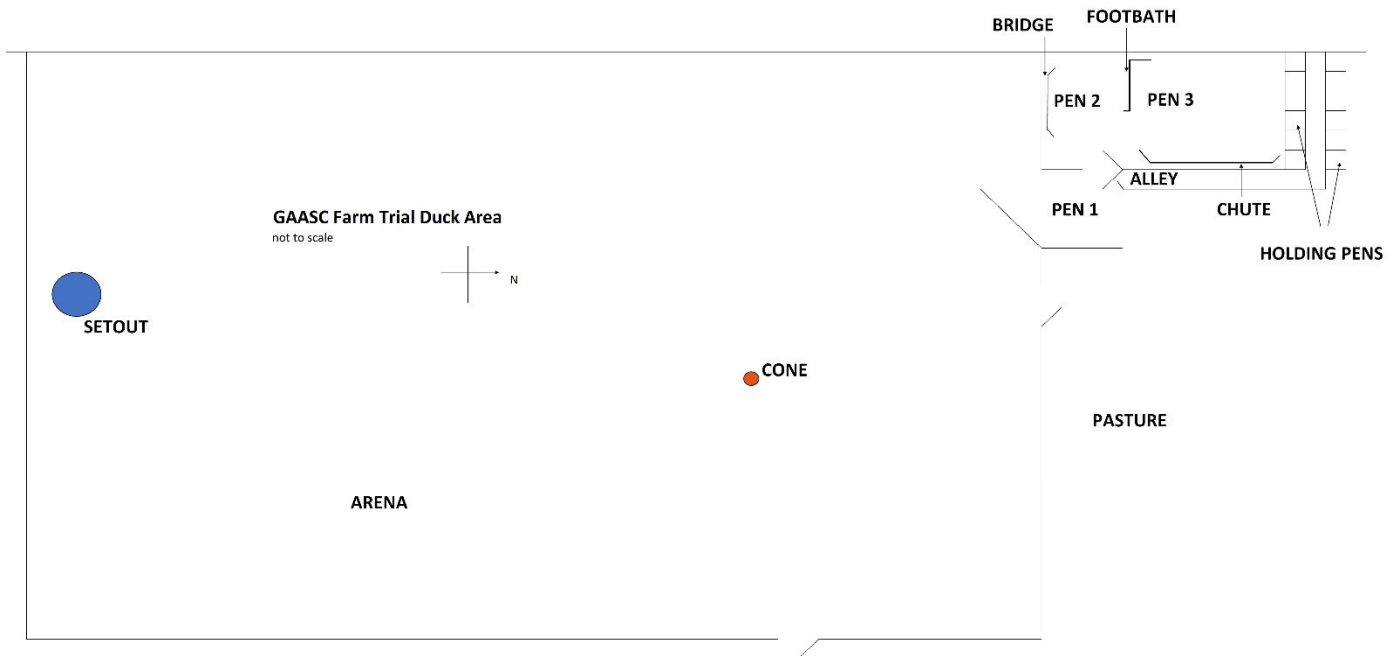
**GAASC Farm Trial Cattle & Sheep Area**  
not to scale



- Pen 1 - 12' x 36', 12' gates to Pasture & Front Alley
- Pen 2 - 12' x 12', 12' gate to Pen 1, 4' gates to Pen 3 & Footbath
- Pen 3 - 12' x 8'
- Footbath - 4' x 12', 4' gate to Pen 4
- Pen 4 - 16' x 12', 2' slide gate to Chute & 2' gate to inspection
- Chute - 2' x 24', 2' head gate
- Back Alley - 4' x 64', 12 gate to Front Alley
- Pen 5 - 12' x 12', 12' gates to Back & Front Alley
- Pen 6 - 12' x 12', 12' gates to Back & Front Alley
- Pen 7 - 12' x 12', 12' gates to Back & Front Alley
- Pen 8 - 12' x 12', 12' gates to Back & Front Alley
- Front Alley - 12' x 64' with 16' x 50' dogleg, 12' gate to Arena

- Arena - 250' x 150', 4' gate to Pasture
- Pasture - 290' x 360', 24' gate to Driveway
- Wide Alley - 12' x 78', 12' gate to Pasture & Pen B
- Pen B - 20' x 20', 12' gate to Arena & 4' gate to Narrow Alley
- Narrow Alley - 4' x 60'
- Pen C - 12' x 12', 12' gate to Narrow Alley
- Pen D - 12' x 12', 12' gate to Narrow Alley
- Pen E - 12' x 20', 4' gate to Narrow Alley
- Pen F - 12' x 12', 12' gate to Narrow Alley
- Pen G - 12' x 12', 12' gate to Narrow Alley
- Pen H - 12' x 12', 12' gate to Narrow Alley
- Pen I - 12' x 12', 12' gate to Narrow Alley
- Pen J - 12' x 12', 12' gate to Narrow Alley
- Feed Bunk (Trial 2 only)

**DRIVEWAY GATES**



PASTURE

- Arena - 100' x 60', 2 - 4' gates to Pasture
- Pen 1 - 8' x 8', 8' gate to Arena, 4' gate to Pen 2 & 2' gate to Alley
- Pen 2 - 8' x 12', 4' gate to Pen 3
- Bridge - 1' x 8'
- Pen 3 - 16' x 12'
- Footbath - 1' x 6' with 3' dogleg
- Chute - 11' x 1'
- Alley - 18' x 2'
- Holding Pens - 10 - 2' x 2' with alley between