

Greater Atlanta Australian Shepherd Club

2022 Jubilee Stock Dog Trials



Sept 29 - Oct 2, 2022

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 07/14/2022 and close 09/19/2022, Checks payable to GAASC
Mail to GAASC Trial Secretary 445 Shinall Gaines Rd NW Cartersville, GA 30121

ON ALL DAYS Gates open at 7am. Handlers' meeting at 7:45am with trial starting immediately after.
On Thurs and Friday, 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.
Course Director: Cheryl Padgett hardrockaussies@yahoo.com 404.216.5152
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 \$25

Farm Dog Trials

**Thursday judge David Clayton (FI) and
Friday judge Roy Sage (ID)**

Stock	Pre-entry	Day of	Head/Run	Maximum Runs
Cattle	\$60.00	\$70.00	5	
Ducks	\$40.00	\$50.00	5	combined
Sheep	\$50.00	\$60.00	5	40 runs
Mixed sheep & ducks	\$60.00	\$70.00	5/5	per trial
All 4 stock on same day	\$195.00	N/A		

Divisions offered: Open, Advanced

Awards: flat ribbons for qualifying and 1st – 4th, rosettes for HiT Aussie, HiT Other Breed, rosette & award for HC each trial, rosette & award for new FTCH and new SDCH. Note: Set out dogs will not be used in any trials

Arena Stockdog Trials

Saturday: 'B' course counter-clockwise Sheep/Cattle/Ducks

Sunday: "G" counter Clockwise Sheep/Cattle; 'A' course counter-clockwise Ducks

Judges: Roy Sage AM trials; David Clayton PM trials both days

Stock	Pre-entry	Day of	Head/Run	Runs Available
Cattle	\$55.00	\$65.00	3-5	combined
Ducks	\$35.00	\$45.00	5	50 runs
Sheep	\$45.00	\$55.00	3-5	per trial
All 3 stock per trial	\$125.00	N/A		

Divisions offered: Started, Open, Advanced, Working Junior Handler (not for title), Novice Handler and FEO
Awards: Flat ribbons for qualifying and 1st – 4th, 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 WTCH & new SDCH.

HC all arena trials: WTCH Aussie sponsored by GAASC, nonWTCH Aussie sponsored by Alvin McNeely, MPS Aussie sponsored by Hardrock Farm, Other Breed sponsored by Alvin McNeely.

Special Weekend Pre-entry Package, 2 farm trials all 4 stock and 4 arena trials all 3 stock \$850.00

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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://www.asca.org/wp-content/uploads/2016/04/stockdogentryform.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. 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.

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

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GAASC Farm Trial 1 – Cattle

Time: 18 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.

Task	Possible Score
PEN #1 – 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>	5
PEN #2 – move stock from Pen 1 into Front Alley <i>Starts when Pen #1 is complete, ends with stock in Front Alley</i>	5
PEN #3 – move stock from Front Alley into Arena <i>Starts when Pen #2 is complete, ends with stock in Arena</i>	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 <i>Starts when Pen #3 is complete, ends with stock is settled at far end of Arena and dog/handler behind cone</i>	20
GATHER – 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, After dog is sent for Gather handler may move anywhere <i>Starts when dog leaves for Gather, ends with stock in Front Alley and gate closed</i>	20
PEN #4 – move stock from Front Alley into Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	10
SORT – 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 after Sort with stock in Pen 2 and gate closed</i>	25
TASK #2, FOOTBATH – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Sort is complete, ends with stock in Pen 4</i>	20
CHUTE – 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>	20

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2022 Jubilee Stock Dog Trials

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 (2 marked) of sheep in Pens G, H, I and J with Trailer gate open, 5 head of ducks will be set out for Gather and all gates set.

Task	Possible Score
SHEEP PEN #1 – 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>	5
SHEEP TASK #1, TRAILER – 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 <i>Starts when Pen #1 is complete, ends after Trailer load/unload with stock in Pen B and gate closed</i>	20
SHEEP SORT – 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 after Sort with stock in Pen B and gate closed</i>	25
SHEEP PEN #2 – 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>	5
Time will stop when gate for SHEEP PEN #2 is closed. Time will restart when DUCK GATHER starts.	
DUCK 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 <i>Starts when dog leaves for Gather, ends with stock in Pen 1 and gate closed</i>	20
DUCK PEN #3 – 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>	5
DUCK TASK #2, FOOTBATH – move stock thru Footbath <i>Starts when Pen #3 is complete, ends when stock has passed through Footbath</i>	20
DUCK CHUTE – move stock into Chute for inspect/doctor and release into Pen 3 Advanced handler treats stock for parasites, Open handler inspects stock <i>Starts when Footbath is complete, ends with stock in Pen 3 and both Footbath & Chute gates closed</i>	20
DUCK PEN #4 – move stock from Pen 3 through Pen 2, 1 and Arena into Take/Exhaust Pen <i>Starts when Chute is complete, ends with stock in Exhaust Pen and all gates reset</i>	10

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GAASC Farm Trial 1 – Sheep

Time: 14 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.

Task	Possible Score
PEN #1 – move stock from Pen Specified by Judge through Front Alley into Pen 2 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate closed</i>	10
PEN #2 – 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>	5
PEN #3 – move stock from Pen 1 into Pasture <i>Starts when Pen #2 is complete, ends with stock in Pasture</i>	5
TASK #1, FIELD WORK – move stock towards far end of Pasture, past Arena gate call dog off and dog/handler move behind cone (tree) Advanced handler drives stock, Open handler may drive or fetch <i>Starts when Pen #3 is complete, ends with stock at far end of Pasture and dog/handler behind cone</i>	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 <i>Starts when dog leaves for Gather, ends with stock in Pen 1 and gate closed</i>	20
PEN #4 – move stock from Pen 1 into Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	5
SORT – 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 after Sort with stock in Pen 2 and gate closed</i>	25
TASK #2, FOOTBATH – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Sort is complete, ends with stock in Pen 4</i>	20
CHUTE – 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>	20

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GAASC Farm Trial 1 – Ducks

Time: 14 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 <i>Starts when dog leaves for Gather, ends with stock in Pen 1 with gate closed</i>	20
SORT – sort 3 unmarked head into Pen 2 from Pen 1 then reunite all in Pen 1 <i>Starts when Gather is complete, ends after Sort with stock in Pen 1 and gate closed</i>	25
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 <i>Starts when Sort is complete, ends with stock in Pen 2 and gate closed</i>	6
PEN #2 – move stock from Pen 2 into Pen 3 <i>Starts when Pen #1 is complete, ends with stock in Pen 3 and gate closed</i>	6
TASK #2, FOOTBATH – move stock thru Footbath <i>Starts when Pen #2 is complete, ends when stock passes through Footbath</i>	20
CHUTE – move stock into Chute, inspect/doctor than release into Pen 3 Advanced handler treats stock for parasites, Open handler inspects stock <i>Starts when Footbath is complete, ends with stock in Pen 3 and both Footbath & Chute gates closed</i>	20
PEN #3 – move stock from Pen 3 into Pen 2 <i>Starts when Chute is complete, ends with stock in Pen 2 and gate closed</i>	6
PEN #4 – move stock from Pen 2 through Pen 1 into Arena <i>Starts when Pen #3 is complete, ends with stock in Arena and gate closed</i>	7
TASK #2, BRIDGE/UNDERPASS – move stock over Bridge through Underpass and into Take/Exhaust Pen <i>Starts when Pen #4 is complete, ends with stock in Exhaust Pen and all gates reset</i>	20

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GAASC Farm Trial 2 – Cattle

Time: 18 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 all gates set.

Task	Possible Score
PEN #1 – move stock from Pen Specified by Judge through Front Alley into Pen 2 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate closed</i>	8
SORT – 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 after Sort with stock in Pen 1 and gate closed</i>	25
PEN #2 – move stock from Pen 2 through Front Alley to Arena <i>Starts when Sort is complete, ends with stock in Arena</i>	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 <i>Starts when Pen #2 is complete, ends with stock at far end of arena and dog/handler behind cone</i>	20
GATHER – 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 After dog is sent for Gather handler may move anywhere <i>Starts when dog leaves for Gather, ends with stock in Front Alley and gate closed</i>	20
PEN #3 – move stock from Front Alley into Pen 1 <i>Starts when Gather is complete, ends with stock in Pen 1 and gate closed</i>	5
PEN #4 – 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>	5
TASK #2, FOOTBATH – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Pen #4 is complete, ends with stock in Pen 4</i>	20
CHUTE – 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>	20

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GAASC Farm Trial 2 – Mixed Sheep & 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 sheep in Pens G, H, I and J with Trailer gate open, 5 head of ducks will be set out for Gather and all gates set.

Task	Possible Score
SHEEP PEN #1 – 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
SHEEP SORT – 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 after Sort with stock in Pen B and gate closed</i>	25
SHEEP TASK #1, TRAILER – 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 <i>Starts when Sort is complete, ends with stock in Pen B and gate closed</i>	20
SHEEP PEN #2 – 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 after Trailer load/unload with stock in open pen and all gates closed</i>	6
Time will stop when gate for SHEEP PEN #2 is closed. Time will restart when DUCK GATHER starts.	
DUCK 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 <i>Starts when dog leaves for Gather, ends with stock in Pen 1 and gate closed</i>	20
DUCK PEN #3 – move stock from Pen 1 into Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	7
DUCK CHUTE – move stock from Pen 2 through Pen 3 into Chute for inspect/doctor And release into Pen 3 Advanced handler treats stock for parasites, Open handler inspects stock <i>Starts when Pen #3 is complete, ends with stock in Pen 3 and Chute gates closed</i>	20
DUCK PEN #4 – move stock from Pen 3 through Pens 2 & 1 into Arena <i>Starts when Chute is complete, ends with stock in Arena and all gates closed</i>	6
DUCK TASK #2, BRIDGE/UNDERPASS – move stock over Bridge through Underpass and into Exhaust Pen <i>Starts when Pen #4 is complete, ends with stock in Exhaust Pen and all gates reset</i>	20

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GAASC Farm Trial 2 – Sheep

Time: 14 minutes, warnings at 7 and 3 minutes remaining

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PEN #1 – move stock from Pen Specified by Judge through Front Alley into Pen 2 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 and gate closed</i>	10
SORT – 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 after Sort with stock in Pen 2 and gate closed</i>	25
PEN #2 – move stock from Pen 2 into Pen 1 <i>Starts when Sort is complete, ends with stock in Pen 1 with gate closed</i>	5
PEN #3 – move stock from Pen 1 into Pasture <i>Starts when Pen #2 is complete, ends with stock in Pasture</i>	5
TASK #1, FIELD WORK – 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 at far end of Pasture and dog/handler behind cone</i>	20
GATHER – 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 After dog is sent to Gather stock, handler may move anywhere <i>Starts when dog leaves for Gather, ends with stock in Pen 1 and gate closed</i>	20
PEN #4 – move stock from Pen 1 to Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	5
TASK #2, FOOTBATH – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Pen #4 is complete, ends with stock in Pen 4</i>	20
CHUTE – 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>	20

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GAASC Farm Trial 2 – Ducks

Time: 14 minutes, warnings at 7 and 3 minutes remaining

Tie Breaker: #1 SORT, #2 GATHER

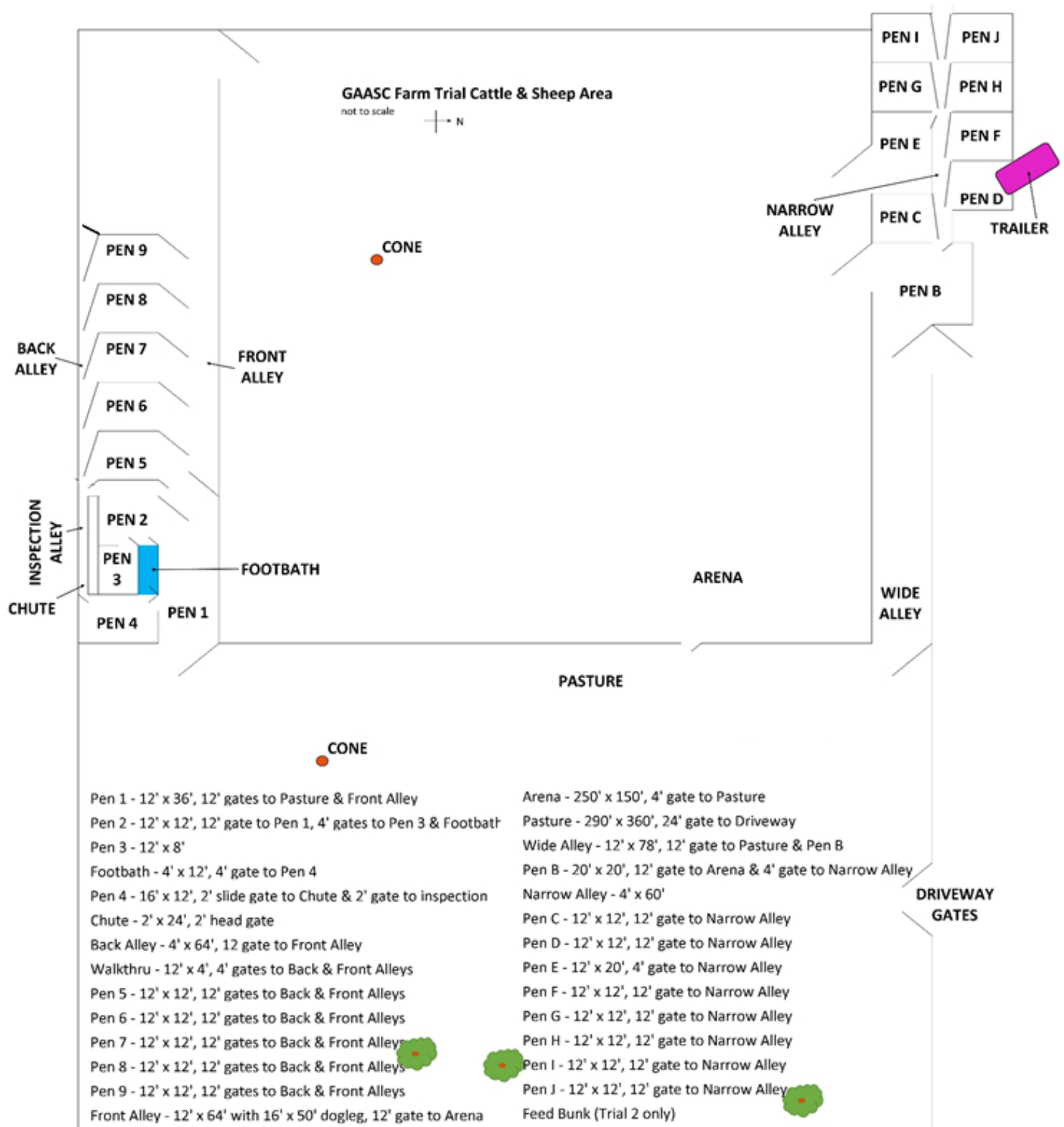
Tasks must be attempted in order.

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.

Task	Possible Score
PEN #1 – move stock from Take/Exhaust Pen into Arena. Advanced handlers may NOT enter the Pen <i>Starts when gate is opened, ends with stock in Arena and gate closed</i>	6
TASK #1 BRIDGE/UNDERPASS – move stock over Bridge through Underpass Call dog off stock and move behind cone <i>Starts when Pen #1 is complete, ends with stock in Arena at south end by Take/Exhaust Pen and dog/handler behind cone</i>	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 <i>Starts when dog leaves for Gather, ends with stock in Pen 1 with gate closed</i>	20
PEN #2 – 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>	6
TASK #2, FOOTBATH – move stock thru Footbath <i>Starts when Pen 2 is complete, ends when stock passes through Footbath</i>	20
CHUTE – move stock into Chute, inspect/doctor then release into Pen 3 Advanced handler treats stock for parasites, Open handler inspects stock <i>Starts when Footbath is complete, ends with stock in Pen 3 and both Footbath & Chute gates closed</i>	20
PEN #3 – move stock from Pen 3 into Pen 2 <i>Starts when Chute is complete, ends with stock in Pen 2 and gate closed</i>	6
PEN #4 – move stock from Pen 2 through Pen 1 into Arena <i>Starts when Pen #3 is complete, ends with stock in Arena and gate closed</i>	7
SORT – sort 3 marked head from Arena into Take/Exhaust Pen Sort direction at handler's discretion <i>Starts when Pen #4 is complete and ends after Sort with stock in Take/Exhaust Pen and all gates reset</i>	25

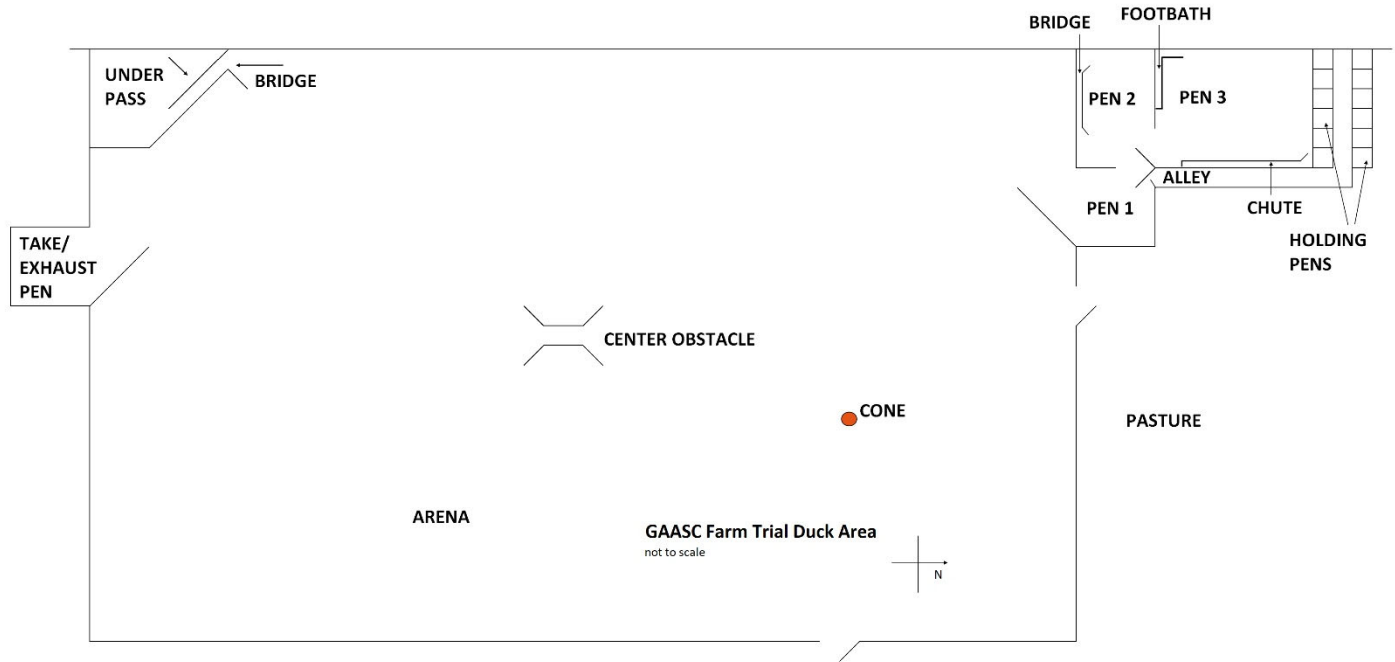
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PASTURE

- Arena - 100' x 60', 2 - 4' gates to Pasture
- Take/Exhaust Pen - 8' x 8', 8' gate to Arena
- 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