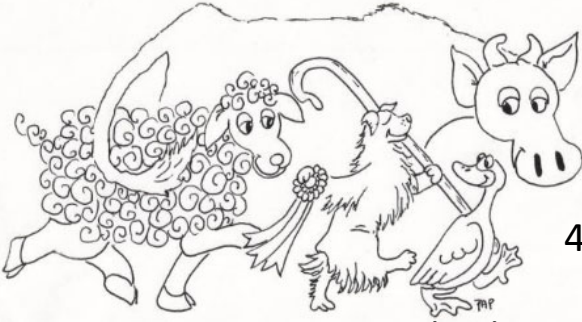


# Greater Atlanta Australian Shepherd Club Memorial Weekend Stock Dog Trial



May 21 – 24, 2020, 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 03/16/2020 and close 5/09/2020, 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](mailto:hardrockaussies@yahoo.com) 404.216.5152

Trial Secretary: Wendy Eldredge [wigglywendy@yahoo.com](mailto:wigglywendy@yahoo.com) 678.427.2713

Stock: mix breed Beef cattle at market value, mix breed Hair sheep \$300 and mix breed Call ducks \$25

## Farm Dog Trials on Thursday, 05/21 judge Andrea Hoffman (TN) and Friday, 05/22 judge Russ Ford (TX)

Stock	Pre-entry	Day of	Head/Run	Maximum Runs
Cattle	\$60.00	\$70.00	5	8 Thurs/10 Fri
Ducks	\$40.00	\$50.00	5	10
Sheep	\$50.00	\$60.00	5	10
Mixed Thur-c/s, Fri-s/d	\$60.00	\$70.00	5/5	8 Thurs/10 Fri
All 4 stock on same day	\$195.00	N/A		

Divisions offered: Open, Advanced, FEO

Awards: Flat ribbons for qualifying and 1<sup>st</sup> – 4<sup>th</sup>, HC Farm each day sponsored by GAASC, New FTCH award

## Arena Stockdog Trials on Saturday, 05/23 'E' course counter-clockwise all stock and Sunday, 05/24 'A' course counter-clockwise all stock judges Russ Ford (TX) and Andrea Hoffman (TN)

Sat AM/Sun PM – Andrea Hoffman judges cattle and sheep, Russ Ford judges ducks

Sat PM/Sun AM – Russ Ford judges cattle and sheep, Andrea Hoffman judges ducks

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 1<sup>st</sup> – 4<sup>th</sup>, Rosettes for High in Trial Started, Open, Advanced,

Champion of Record and Junior Handler with ties broken by class of stock (c, s, d), New WTCH award

HC WTCH all Arena Trials sponsored by GAASC, MPS Aussie all Arena Trials sponsored by Hardrock Farm,

HC nonWTCH Aussie all Arena Trials & HC Other Breed all Arena Trials sponsored by Alvin McNeely

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



**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.

**These are private farms, please treat them 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

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: 18 minutes, warnings at 10 and 3 minutes

Tie Breaker: #1 GATHER, #2 SORT

Tasks must be attempted in order.

Handler is responsible for closing 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 closed.

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 through Front Alley to Arena <i>Starts when Pen #1 is complete, ends with stock in Arena</i>	<b>8</b>
<b>TASK #1, FIELD WORK</b> – move stock to 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 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 #3</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>7</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 #3 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 and gate closed</i>	<b>20</b>
<b>PEN #4</b> – move stock from Pen 4 into Chute <i>Starts when Footbath is complete, ends with stock in Chute and gate closed</i>	<b>5</b>
<b>CHUTE</b> – inspect/doctor stock from Inspection Alley and move through Back Alley into open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Pen #4 is complete, ends with stock re-penned and all gates closed</i>	<b>20</b>

## GAASC Farm Trial 1 – Mixed Sheep & 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 sheep in the Pens G, H, I, J, 5 head of cattle each in Pens 6, 7, 8 and 9 with all course gates set.

Task	Possible Score
<b>SHEEP TASK #1 FIELD WORK</b> – move stock from Pen Specified by Judge through Narrow Alley, Pen B and Wide Alley to top end of Pasture, call dog off and move behind cone <i>Starts when handler opens gate of Judge Specified Pen, ends with stock at top end of Pasture with dog/handler behind cone</i>	<b>20</b>
<b>SHEEP GATHER</b> – send dog from anywhere behind cone to gather stock and move through Wide Alley into Pen B 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 B with gate closed</i>	<b>20</b>
<b>SHEEP SORT</b> – sort 3 unmarked head into Pen C from Pen B, then reunite all in Pen C Sort direction at handler's discretion <i>Starts when Gather is complete, ends with stock in Pen C with gate closed</i>	<b>25</b>
<b>SHEEP PEN #1</b> – move stock from Pen C into Pen B <i>Starts when Sort is complete, ends with stock in Pen B and gate closed</i>	<b>6</b>
<b>SHEEP PEN #2</b> – move stock from Pen B through Narrow Alley into open pen <i>Starts when Pen #1 is complete, ends with stock in open pen and all gates closed</i>	<b>6</b>
<b>Time will stop when gate for SHEEP PEN #2 is closed. Time will restart when CATTLE PEN #3 gate is opened.</b>	
<b>CATTLE PEN #3</b> – move stock from Pen Specified by Judge through Front Alley & Pen 1 into Pen 2 <i>Starts when handler opens gate of Judge Specified Pen, ends with stock in Pen 2 with gate closed</i>	<b>7</b>
<b>CATTLE TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath into Pen 4 <i>Starts when Pen #3 is complete, ends with stock in Pen 4 and gate closed</i>	<b>20</b>
<b>CATTLE PEN #4</b> – move stock from Pen 4 into Chute Advanced handler stays at Footbath gate, Open handler may move anywhere in Pen 4 <i>Starts when Footbath is complete, ends with stock in Chute with back gate closed</i>	<b>6</b>
<b>CATTLE CHUTE</b> – inspect/doctor stock and move to open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Pen #4 is complete, ends with stock re-penned and all gates closed</i>	<b>20</b>

## 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 closing 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 closed.

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>6</b>
<b>PEN #2</b> – move stock from Pen 1 into Pasture <i>Starts when Pen #1 is complete, ends with stock in Pasture</i>	<b>7</b>
<b>TASK #1, FIELD WORK</b> – move stock to far end of Pasture, 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 is 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 #3</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>6</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 #3 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 and gate closed</i>	<b>20</b>
<b>PEN #4</b> – move stock from Pen 4 into Chute <i>Starts when Footbath is complete, ends with stock in Chute and gate closed</i>	<b>6</b>
<b>CHUTE</b> – inspect/doctor stock from Inspection Alley and move through Back Alley into open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Pen #4 is complete, ends with stock re-penned and all gates closed</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 closing all gates including chute back/head gates.

Course will start with 5 head (2 marked) of stock in Gather Basket and all gates closed.

Task	Possible Score
<b>GATHER</b> – send dog from anywhere behind cone to gather stock towards bridge 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 closed</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 closing 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 closed and feed in feed bunk.

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>	5
<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>	25
<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>	7
<b>TASK #1 FIELD WORK</b> – move stock to feed bunk in 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 feed bunk and dog/handler behind cone</i>	20
<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>	20
<b>PEN #3</b> – move stock from Front Alley through Pen 1 to Pen 2 <i>Starts when Gather is complete, ends with stock in Pen 2 and gate closed</i>	8
<b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath to Pen 4 <i>Starts when Pen #3 is complete, ends with stock in Pen 4 and gate closed</i>	20
<b>PEN #4</b> – move stock from Pen 4 into Chute <i>Starts when Footbath is complete, ends with stock in Chute and gate closed</i>	5
<b>CHUTE</b> – inspect/doctor stock from Inspection Alley and move through Back Alley to open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Pen #4 is complete, ends with stock re-penned and all gates closed</i>	20

## 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 closing 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 other gates closed.

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 closed</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 closed</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 closing 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 closed and feed in feed bunk.

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>6</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 to Pasture <i>Starts when Sort is complete, ends with stock in Pasture</i>	<b>7</b>
<b>TASK #1 FIELD WORK</b> – move stock to feed bunk in Pasture, 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 feed bunk 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 #3</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>6</b>
<b>TASK #2, FOOTBATH</b> – move stock from Pen 2 thru Footbath to Pen 4 <i>Starts when Pen #3 is complete, ends with stock in Pen 4 and gate closed</i>	<b>20</b>
<b>PEN #4</b> – move stock from Pen 4 into Chute <i>Starts when Footbath is complete, ends with stock in Chute and gate closed</i>	<b>6</b>
<b>CHUTE</b> – inspect/doctor stock from Inspection Alley and move through Back Alley to open pen Advanced handler sprays stock for parasites, Open handler inspects stock <i>Starts when Pen #4 is complete, ends with stock in open pen and all gates closed</i>	<b>20</b>

## GAASC Farm Trial 2 – Ducks

Time: 12 minutes, warnings at 7 and 3 minutes

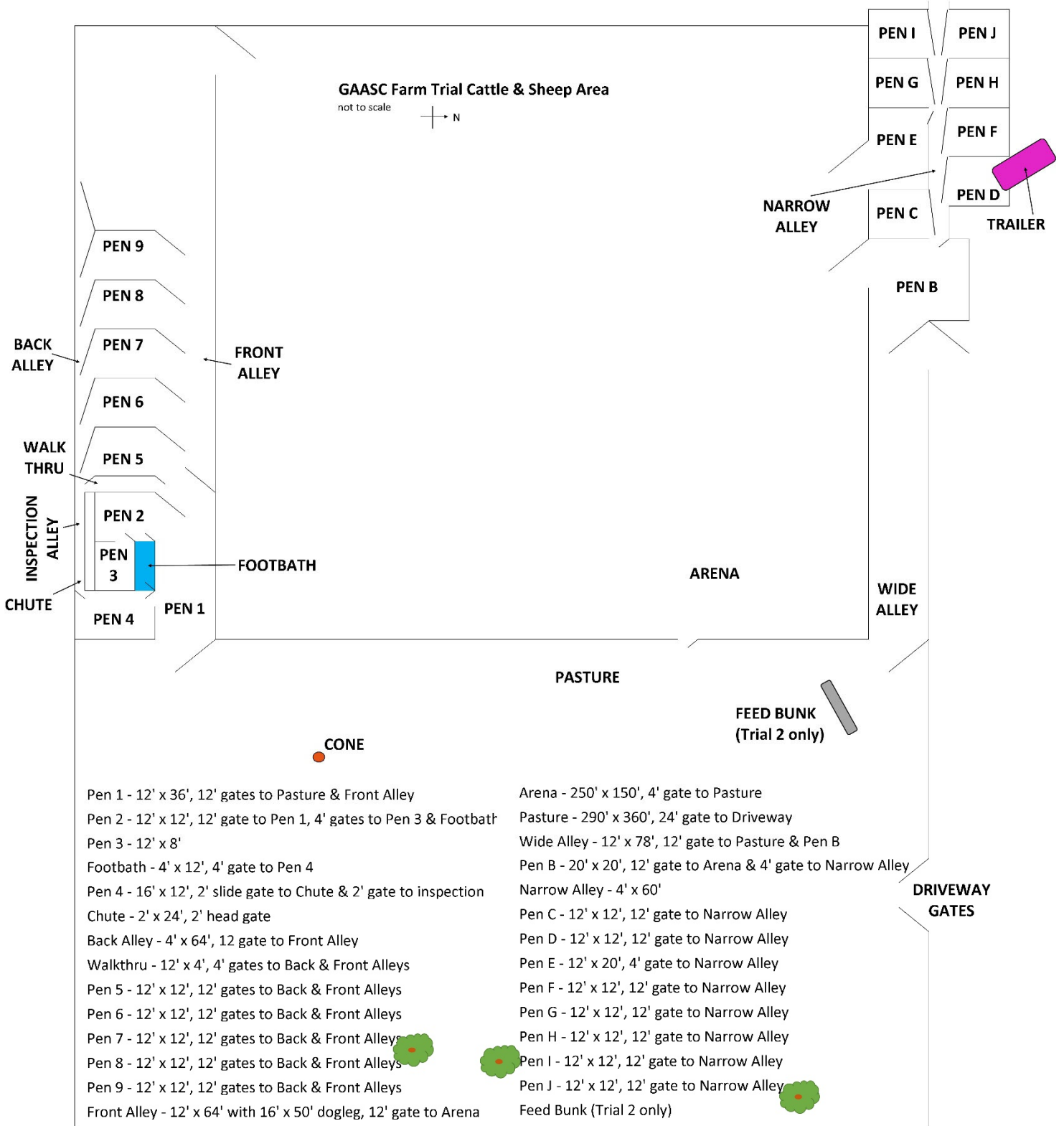
Tie Breaker: #1 SORT, #2 GATHER

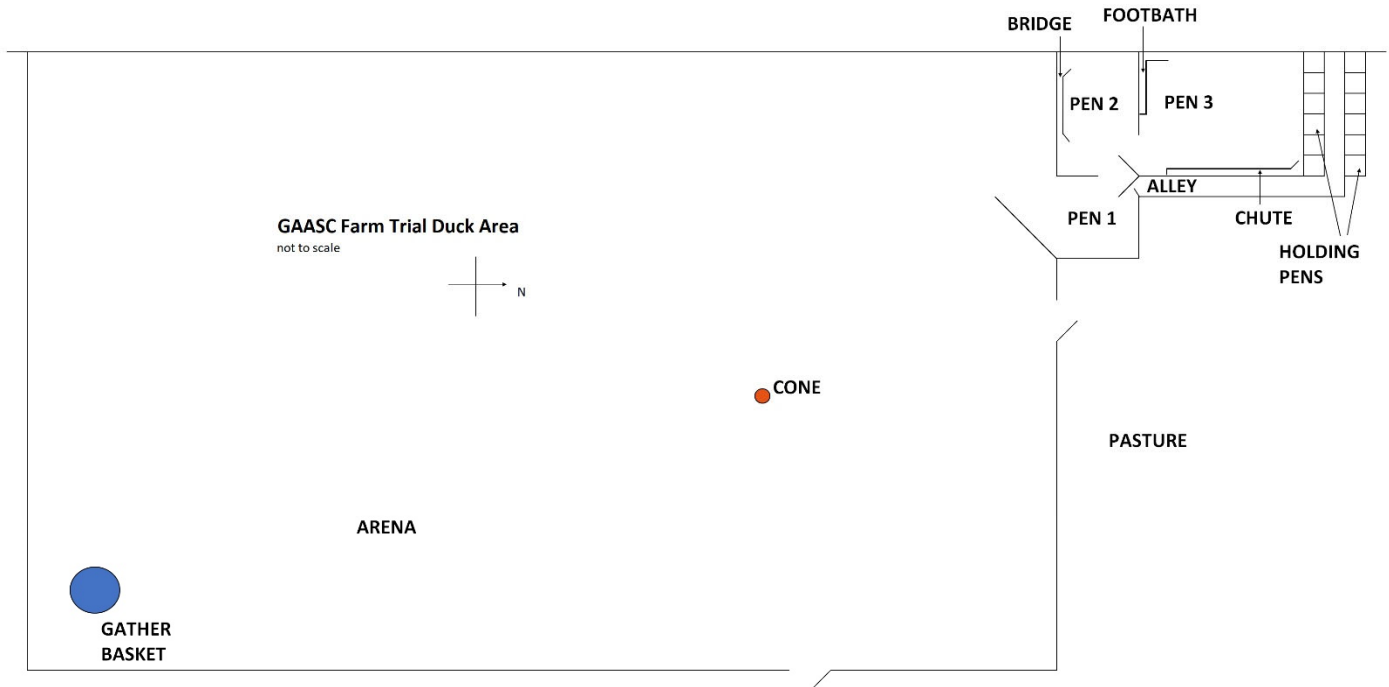
Tasks must be attempted in order.

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

Course will start with 5 head (2 marked) of stock in Pen 2 and all gates closed.

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 closed</i>	7





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