

ASC OF MONTANA FARM TRIALS

- JUNE 14TH TRIALS AM/PM CATTLE AND SHEEP
- TIME LIMITS ARE 20 MIN WITH A WARNING AT 10 MIN
- SET OUT DOG MAY BE USED
- 10 RUNS AM CATTLE
- All ties will be determined by scores of tasks 7 and 9.

ASC of Montana Cattle Farm Trial # 1 Description

1. Time starts when handler and dog enter pen 2.
2. Move cows from pen 2 through gate E into Alley pen. (5 points)
3. Move 5 head of cows down alley to gate F then down chute open gate to feed lot pen 8. (20 points)
4. Move cows from pen 8 down to gate C and into pen 1-- advanced handlers send dog from gate C open handlers may walk pen into and fetch to gate C. (10 points)
5. Gate sort 3 marked cows from pen 1 and move to pen 2 through gate D. Then move the 3 marked cows to Alley pen through gate E. Return to pen 1 and move 2 remaining cows to pen 2 through gate D and then move through gate E to rejoin the other 3 cows. (25 points)
6. Move the 5 cows down alley through gate F and load trailer. (20 points)
7. Change gates and remove cows from trailer and move them into arena through gate A. Then drive (open may fetch) the stock to designated northwest corner of the arena. (Advanced handlers must stay behind center line of arena.) Settle the stock and recall your dog to gate A. (20 points)
8. Walk down alley back to gate B
9. Open gate B and gather five head from arena and place them in pen 2 through gate B. Open handlers can move about the arena up to the center cone. Advanced handlers send dog from gate to pen 2. (20 points)
10. Move cows from pen 2 into alley pen through gate E. (5 points)
11. Move cows down alley into empty holding pen (pens 3-7.) Time stops when gate is closed. (5 points)
12. After time has stopped and run is over remove dog from area and handler only take next group of cows from holding pen 3 to 7 and move then to pen 2 for next run to start.

