

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 pm CATTLE
- All ties will be determined by scores of tasks 3 and 5.

ASC of Montana Cattle Farm Trial # 2 Description

1. Time starts when handler and dog enter pen 2.
2. Move the 5 cows down Alley through gate F and load trailer. (20 points)
3. Change gates and remove cows from trailer and move into arena through gate A. Then drive (open may fetch) the stock to designated east 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)
4. Walk down Alley back to gate B
5. Gather five head from arena and place 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)
6. Move stock from pen 2 into alley through gate E (5 points)
7. Move 5 head of cows down alley to gate F then down chute open gate to feed lot pen 8. (20 points)
8. 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 and fetch to gate C. (10 points)
9. 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. (25 points)
10. Return to pen 1 and move 2 remaining cows to pen 2 through gate D and move through gate E to rejoin the other 3 cows. (5 points)
11. Move cows from alley into empty holding pen 3 to 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.