

**HIGH PLAINS AUSTRALIAN SHEPHERD CLUB
ASCA RANCH TRIAL – CATTLE ONLY – 1 DAY**

Limit of 9 Runs

At the home of Ed & Geri Scheidt

10500 Private Road 124.5

Kiowa, CO 80117

MONDAY, SEPTEMBER 6, 2010

Judge: James Bergert

Course Director: Jim Hartnagle

**Entry Clerk: Geri Scheidt, P.O. Box 556, Kiowa, CO 80117
(303)621-2925**

**Pre-Entries Open: August 2, 2010 and close on August 30, 2010
(Postmarked)**

Pre-Entry Fee: \$40.00. Day of Trial Fee: \$45.00 (if runs are available).

- ◀ Make checks payable to High Plains ASC
- ◀ Day of Trial entry fees applicable on August 31st and forward
- ◀ Run order will be drawn at close of entries on day of trial
- ◀ NO refunds after close of entries, unless your run is sold to a person on wait list.
- ◀ Bitches in heat will run in order.
- ◀ Entry forms and Trial Rules/Regulations are available at www.asca.org.
- ◀ Course Requirements are included in the flier.
- ◀ Please note that there is cactus in the pasture.
- ◀ Bring Shade and Chairs
- ◀ Concessions provided by El Gringo's Chuckwagon

SCHEDULE:

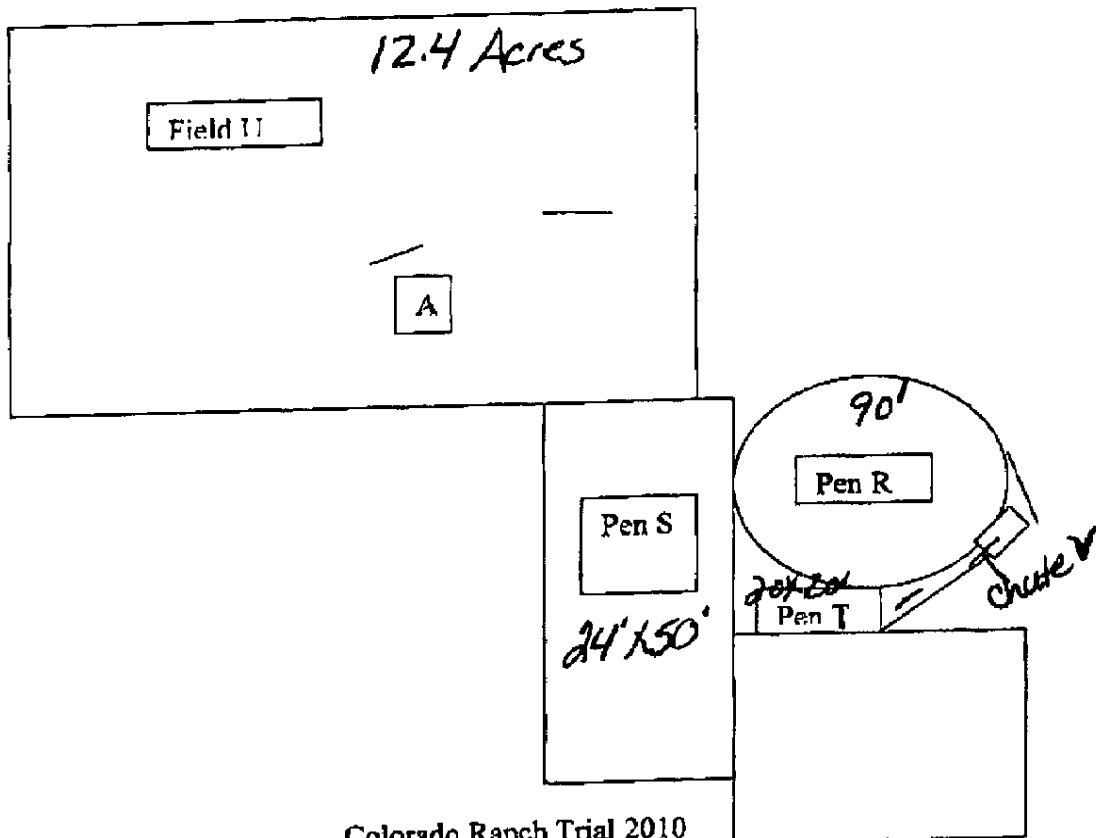
- ◀ Trial Registration & Check-In: 7:30 a.m.
- ◀ Handler/Judges Meeting and Course Walk Through: 8:00 a.m.
- ◀ Trial will begin immediately following the Handlers Meeting & Course Walk Through

AWARDS: Awards and flat ribbons for 1st thru 4th place. Qualifying ribbons for all qualifying scores. High Plains ASC reserves the right to add additional awards.

General Information:

- ◀ Insufficient funds will result in a \$50.00 fee. Entrants who stop payment will be placed on a cash-only basis with High Plains ASC. Entrants will have five (5) days to make good on any insufficient funds with a money order, cashiers check or cash. Failure to make good on insufficient funds will result in your entry being marked invalid and all awards, legs, titles earned at this trial being withheld.
- ◀ The Course Director, Members of High Plains ASC and the owners of the host facility assume no responsibility for any loss, damage or injury sustained by any exhibitor, handler, dog, property, child or spectator. **This trial is being held on private property.** You understand by your attendance and/or entry that the Show/Trial Committee have the right to refuse or excuse any entry for good cause. Good cause would be any violation of the ASCA Rules.
- ◀ Entry fees will not be returned if the show cannot be opened or be completed due to riots, civil disturbances, acts of God, public emergencies or other events beyond the control of High Plains ASC. Entry fees will not be refunded if the dog is absent, disqualified, excused or barred from competition by ASCA, Course Director or the Judge.
- ◀ Please keep children away from the Trial Area, away from crates and x-pens and remind them to ALWAYS ask before running up to or petting a dog.
- ◀ When not in the arena, ALL dogs must either be crated or on lead and under control at all times.
- ◀ All Exhibitors MUST pickup after their dog and setup.
- ◀ Non-ASCA dogs may enter the Ranch Trial without a tracking number; however, only those with a tracking number will be awarded ASCA titles upon completing the title requirements.
- ◀ Tracking number request forms are available at www.asca.org and will be available at the registration and check-in table and can be turned in with the entry form.
- ◀ Limit of 9 runs with a 20 minute time limit to complete required course. Time warnings at 10 and 5 minutes.
- ◀ Substitutions are allowed provided the dog is owned by the same owner.

Diagram of Ranch Course
Colorado 2010



Colorado Ranch Trial 2010
Course Directions

Scenario from Real Rodeo Ranch

RRR manager got a call at 6:10 am about some stock that got onto the neighbors place. Mr. I. M Neat's ranch is next to Uncle Bob's place which is next to RRR. After this second cup of coffee, the plan is to go over to Mr. Neat's ranch sort out the RRR stock and move them across Uncle Bob's place (field U) to his pen where we can load them for the ride home.

There will be subgroups of 5 head of marked stock. Each contestant will be assigned his RRR color to sort. The *unmarked* stock may have a different color than your assigned color. For example, the first run will be Orange, the second run Blue, the third run Green, etc.

1. Gather group of 10 head from Pen R into Pen S.
2. Take 10 head of stock (5 marked; 5 unmarked) 100 yards into 12.4 Acre Field U, around panels A, B and return to Pen S. (to simulate going across Uncle Bob's place around the old Oak tree and the retired hay rake to get to the loading pen.)
3. Sort 5 marked from the 5 unmarked stock (Your dxxx stock out of Mr. Neat's) from group using Pens S, T and Gate 1.
4. Move 5 head of marked stock through Chute V to confirm IDs and then into pen R.