

# The COAST Spring Classic Farm & Sheep Ranch Trials

Feb 17th-18th, 2019

Sheep, Fowl, & Mixed Farm Trials

Sheep Ranch Trial

Hosted by C.O.A.S.T.

Ranahan Ranch, King City CA



**Sunday, Feb 17th:** Sheep, Mixed, & Fowl Farm Trials and Ranch Trial Sheep (pm)

**Monday, Feb 18th:** Sheep, Mixed, & Fowl Farm Trials

10 dog limit for each stock

25 minute time limit, 10 minute & 5 minute warning

**Judges:** Sunday: Marie Nagano, Monday: Maxine Schvaneveldt  
Handlers meeting at 7:30am, trial to follow

**Awards offered:** Qualifying ribbons and placements 1<sup>st</sup> – 4<sup>th</sup>

<b>Entry Fees:</b>	Sheep (5-10 head of barb/barb X)	\$65.00
	Mixed (5 -10 head sheep and runner-X ducks)	\$70.00
	Fowl (5-10 geese)	\$55.00
	Sheep Ranch trial	\$75.00

**Note: Day of entries add \$5.00 if space available**

**Entries:** Please make checks payable to COAST ASC and send to Trish Alexander s at address below.

**Opening date:** January 14th, 2019 (no entry will be accepted if postmarked prior to this opening date)

**Closing date:** Feb 1st, 2019 (any entry post dated after the closing date will be accepted at post-entry price if space will be accepted at post-entry price if space (cheques will not be cashed before closing date and absolutely no refunds after closing date)

**Note:** Entries will be accepted as per ASCA rules... and must be on official ASCA entry forms. Please provide email address for entry confirmation. Entry fees will not be refunded after pre-entries close. Dogs not registered with ASCA must have a tracking number if they want any Q's applied to their title.

**Course Director:** Trish Alexander **Trial Secretary:** Trish Alexander

**Mail entries to:** Trish Alexander  
52240 Pine Canyon Rd  
King City, CA 93930  
Email Address: [trishalexander@prodigy.net](mailto:trishalexander@prodigy.net)  
Telephone: 831-385-3722  
Text: 310-266-7364

**Trial Site:**  
52240 Pine Canyon Rd  
King City, CA 93930  
Email Address: [trishalexander@prodigy.net](mailto:trishalexander@prodigy.net)  
Telephone: 831-385-3722  
Text: 310-266-7364

**Trial Rules:** ASCA rules and regulations will be enforced.  
Ties broken information listed on task description sheet for each stock.  
Bitches in season will run in order and must be crated when not competing.  
Run order will be determined prior to trial and will be drawn by trial committee.  
Any damage to livestock or equipment is the responsibility of the competitor.  
Sheep: \$200.00 Geese/ducks: \$35.00

**Ranch Rules:** Please remember that this is a private ranch.  
All dogs must be kept on leash when not competing.  
Do not let your dog chase the wildlife... we have deer and turkeys wandering through ☺  
No smoking outside your car.  
Clean up after yourself and your dog.

[Motels that allow pets:](#)

**Motel 6 King City**  
3 Broadway Circle  
King City CA 93930  
Phone: (831) 385-5000

**Super 8**  
4 Broadway Circle  
King City, CA 93930  
Phone: (831) 385-4646

**Keefer Inn (King City)**  
615 Canal St  
King City, CA 93930  
phone: (831) 385-4843

**San Lorenzo Park Campground**  
Broadway St  
King City, CA 93930  
Phone: (831) 755-4895

**Note:** Please check pet policy as they sometimes change.

Camping at ranch: self contained RVs only, no hookups available.  
Restaurants and grocery stores less than 3 miles from site.

Directions:

Coming **From the 101 North of King City: (heading south)**

Take the Fort Hunter Liggett / Jolon Rd exit (before you reach King City)

Turn right...

Then take the second right onto Pine Canyon Rd (Chevron gas station on the corner)

You will pass a fire station on the left, then the Wood Ranch on the left

Shortly after you will cross a tiny bridge

Driveway is to the right, shortly after... (52238/52240)

(call or email me for the gate code)

Coming **From 101 South of King City: (heading North)**

Pass both Canal Street and Broadway St exits in King City

Take Jolene Rd exit ( immediately after Broadway)

NOTE: **DO NOT** take the Jolon Rd exit **BEFORE** King City :))

Then take the second right is Pine Canyon Rd (Chevron gas station on the corner)

You will pass a fire station on the left, then the Wood Ranch on the left

Shortly after you will cross a tiny bridge ...Driveway is to the right, immediately after...

( 52238 / 52240 .... call or email me for the gate code)

Please **CLOSE ALL GATES** behind you !!! ©

Ranch Trial Sheep: (25 mins, with a 10 and 5 minute warning)

1. Gather sheep from front corral, handler must stay at the cone...
2. Bring sheep through small pasture into arena and take to Pen A gate.
3. Sheep are taken through Pen A, into Pen B .
4. From Pen B, marked sheep are sorted into Pen C to be vaccinated.
5. Remaining sheep are placed into Pen D.
6. Sheep from Pen C and Pen D are brought back together in Pen B
7. Sheep are then taken out back, through the cattle feed area, through the back gates and into the first pasture.
8. Sheep can be fetched or driven to the cone at the end of the first pasture,
9. From the cone, sheep are fetched or driven back to the gates of cattle feed area, brought back through the pens, and into Pen D
10. From Pen D, sheep enter the loading chute
11. Sheep are run through the loading chute into the trailer
12. Course ends when trailer door is closed...



## Fowl FT (Geese)

## Trial 1

Trial begins with 10 geese in arena, 5 geese in Pen 2, 5 Geese in Pen 3 and 5 Geese in Pen 4  
No group completes the entire course...

1. Gather: 10 geese in duck arena  
Open handlers can go half way between the stock and the dog  
Advanced handlers must stay at the cone.  
(Gather is over when the geese reach Pen 1)
2. Gate Sort: Gate sort 5 geese into Pen 5  
(score ends when Pen 5 gate is closed)
3. Drive part 1: 5 remaining geese are taken to chute area  
(advanced dogs must drive, open dogs can fetch or drive)
3. Chute: Geese are placed into chute area  
advanced dog must do most of the work to put geese into the chute.  
Open handlers can help their dogs as much as needed.
4. Medical Treatment: Geese are placed into back pen to undergo medical treatment.  
and left to rest during pen work
5. Pen work 1: geese in Pen 2 are moved into Pen 1  
(ends when Pen 1 gate is closed)
6. Pen work 2: Geese in Pen 3 are also moved into Pen 1  
(ends when Pen 1 gate is closed)
5. Pen work 3: Geese are moved from Pen 4 are moved Pen 2  
(ends when Pen 2 gate is closed)
6. Pen work 4: Geese are moved from Pen 5 to Pen 3  
(ends when Pen 3 gate is closed)
7. Drive part 2: Treated Geese in doctoring area are now released and fetched or driven to Pen 4  
Pen 1 geese are released into arena and driven/ fetched to start position...

### Pen Gates:

- Corral #1 Gate: 14ft
  - Gate to arena: 8ft
  - Pen A Gate: 12ft
  - Pen B Gate: 12ft
  - Pen D Gate: 12ft
  - Pen E Gate: 12ft
  - Arena Gate 1: 12ft
  - Horse Corral Gate: 14ft
  - Chute: 16ft
- All duck pen gates: 8ft  
All duck pens: 8ft X 8ft

### Note:

- maximum time 20 mins ( 10 minute and 5 minute warning)
- bitches in heat run in order
- run order will be drawn prior to trial
- set out dog will be used if necessary
- maximum number of runs = 10
- ties will be broken using chute score

## Mixed Farm Trial 1:

1. Gather sheep in corral #1 and take them into arena  
Open handlers can go half way between the stock and the dog  
Advanced handlers must stay at the cone.  
(Gather is over when the arena gate is closed)
2. Pen work 1: sheep are fetched /driven to Pen area, placed in Pen A and then moved into Pen B  
(ends when Pen B gate is closed)
3. Gate sort: 3 marked sheep are gate sorted into Pen C. Handlers can use any of the pens to do this. Advanced dog must be doing most of the work. Open handlers can assist in any way they feel necessary.  
(Gate sort ends when gate to Pen C is closed)
4. Pen work 2: Remaining sheep are placed in Pen D to be checked.  
The three head of sheep in Pen C are then moved into Pen D.  
(ends when Pen D gate is closed)
5. Pen work 3: sheep are moved from Pen D into pen B  
(ends when Pen B gate is closed)
6. Pen work 4: Sheep are taken from Pen B, through Pen A and let out into the arena  
(ends when Pen A gate is closed)
7. Sheep are taken out of arena and exhausted into the horse corral.
8. Drive part 1: Ducks are gathered and fetched/driven to chute area  
(advanced dogs must drive, open dogs can fetch or drive)  
(ends when ducks are at the opening of the chute)
9. Chute: advanced dog must do most of the work to put ducks into the chute.  
Open handlers can help their dogs as much as needed.  
(scoring for the chute ends when all ducks are in chute and gate is closed)
9. Medical treatment: ducks are placed in pen for medical treatment  
(ends when ducks are released from pen)
10. Drive part 2: The ducks are then gathered, driven or fetched to the re-pen gate, and exhausted into the re-pen  
(scoring ends when gate to re-pen gate is closed)

### Pen Gates:

- Corral #1 Gate: 14ft
- Gate to arena: 8ft
- Pen A Gate: 12ft
- Pen B Gate: 12ft
- Pen D Gate: 12ft
- Pen E Gate: 12ft
- Arena Gate 1: 12ft
- Horse Corral Gate: 14ft
- Chute: 16ft

### Note:

- maximum time 25 mins ( 10 minute and 5 minute warning)
- bitches in heat run in order
- run order will be drawn prior to trial
- set out dog will be used if necessary
- maximum number of runs = 10
- ties will be broken using chute score

### **Farm Trial Sheep 1:**

1. Gather sheep in corral #1 and take them into arena  
Open handlers can go half way between the stock and the dog  
Advanced handlers must stay at the cone.  
(Gather is over when the arena gate is closed)
2. Drive part 1: Sheep are then driven (advanced dogs) or fetched (open dogs can fetch or drive) to hold area.  
(drive is over when sheep reach the hold area)
3. Hold: Dog must hold the sheep in the hold area until Judge feels the hold as been sufficient.  
(Open handler can assist the dog in any way necessary)  
(hold ends when judge releases the dog)
4. Pen work 1: sheep are fetched /driven to Pen area, placed in Pen A and then moved into Pen B  
(ends when Pen B gate is closed)
5. Gate sort: 3 marked sheep are gate sorted into Pen C. Handlers can use any of the pens to do this. Advanced dog must be doing most of the work. Open handlers can assist in any way they feel necessary.  
(Gate sort ends when gate to Pen C is closed)
6. Pen work 2: Remaining sheep are placed in Pen D to be checked.
7. Pen Work 3: The three head of sheep in Pen C are then moved into Pen D and all sheep are moved into Pen B.  
(ends when Pen B gate is closed)
8. Pen work 4: sheep are moved from Pen B to Pen A and let out into arena.  
(ends when Pen A gate is closed and sheep are in arena.)
9. Sheep are driven (advanced dogs) or fetched (open dogs can fetch or drive) to chute area  
(drive ends when sheep reach the opening of the chute)
10. Chute w/foot bath: advanced dog must do most of the work to put sheep through the chute.  
Open handlers can help their dogs as much as needed.  
(scoring for the chute ends when all sheep have passed the exit of the chute and gone through the foot bath at the end of the chute)
11. Drive part 2: The sheep are then gathered, driven or fetched to the arena gate, and exhausted into the horse corral.  
(scoring ends when all sheep have been exhausted)

### **Pen Gates:**

- Corral #1 Gate: 14ft
- Gate to arena: 8ft
- Pen A Gate: 12ft
- Pen B Gate: 12ft
- Pen D Gate: 12ft
- Pen E Gate: 12ft
- Arena Gate 1: 12ft
- Horse Corral Gate: 14ft
- Chute: 16ft

### **Note:**

- maximum time 25 mins ( 10 minute and 5 minute warning)
- bitches in heat run in order
- run order will be drawn prior to trial
- set out dog will be used if necessary
- maximum number of runs = 10
- ties will be broken using chute score



**Sheep Farm Trial: ( 5 -10 head of barb X dorper crosses)**

1. **Gather sheep within corral #1**  
Open handlers can go half way between the stock and the dog  
Advanced handlers must stay at the cone  
(gather: starts when dog leaves handler, ends at arena gate)
2. Bring all sheep through corral gate, through small pasture into arena
3. **Drive/Fetch part 1:** From arena gate, sheep are to be taken to Pen A  
Open handlers can fetch or drive  
Advanced handlers must drive  
(Drive/Fetch 1: starts at arena gate, ends at Pen A gate)
4. **Pen work 1:** All sheep are to be placed in to Pen A and moved into Pen B  
(ends when all sheep are in Pen B and gate is closed)
5. **Gate Sort:** From Pen B, 3 marked sheep are to be gate sorted into Pen C to be vaccinated  
Advanced dogs must be doing most of the work  
Open handlers can help in any way necessary  
(gate sort : ends when marked sheep are in Pen C and gate is closed)
6. **Pen work 2:** The remaining sheep are to be placed into Pen D (ends when gate Pen D is closed)
7. **Pen work 3:** The 3 marked sheep in Pen C are moved into Pen D with the remaining sheep, and all sheep are brought back into Pen B. (ends when gate into Pen B is closed)
8. **Pen work 4:** From Pen B, the sheep are moved into Pen A and then brought back out into the arena. (ends when arena gate closes)
9. **Drive/Fetch part 2:** The sheep are fetched or driven to the chute area.  
(Drive/Fetch 2: starts at Pen A gate and ends at chute opening)
10. **Chute:**The dog takes sheep through chute to the trailer.  
(starts at entrance to chute and ends as sheep exit chute to trailer)
11. **Trailer:** Then sheep are loaded into the trailer  
Open dogs can leave trailer side door open  
Advanced dogs must hold sheep in trailer until handler opens side door and releases the sheep  
From trailer, sheep are fetched or driven to the sheep pen gate and released into sheep pen.  
(scoring ends as sheep gate closes)

Maximum Time: 25 mins

Warning issued: 10 mins and 5 mins prior to time called

Bitches in season run in order

Run order will be drawn prior to trial

Set out dog will be used if necessary

Max runs: 10

Ties to be broken by score on trailer work.

## Fowl Farm Trial 2

Trial begins with 10 geese in arena, 5 geese in Pen 2, 5 Geese in Pen 3 and 5 Geese in Pen 4  
No group completes the entire course...

1. Gather: 10 geese in duck arena  
Open handlers can go half way between the stock and the dog  
Advanced handlers must stay at the cone.  
(Gather is over when the geese reach Pen 1)
2. Gate Sort: Gate sort 5 geese into Pen 5  
(score ends when Pen 5 gate is closed)  
5 remaining geese are taken to chute area
3. Chute: Geese are placed into chute area  
advanced dog must do most of the work to put geese into the chute.  
Open handlers can help their dogs as much as needed.  
(scoring ends when geese are exit chute and enter footpath.
4. Footbath: Geese are pushed through footbath at end of chute  
(scoring ends when geese exit the footbath)
5. Drive part 1: Geese are driven/ fetched to hold area to dry off  
(ends when hold pen gate is closed)
6. Pen work 1: geese in Pen 2 are moved into Pen 1  
(ends when Pen 1 gate is closed)
7. Pen work 2: Geese in Pen 3 are also moved into Pen 1  
(ends when Pen 1 gate is closed)
- 8.. Pen work 3: Geese are moved from Pen 4 are moved Pen 2  
(ends when Pen 2 gate is closed)
6. Pen work 4: Geese are moved from Pen 5 to Pen 3  
(ends when Pen 3 gate is closed)
7. Drive part 2: treated Geese in hold pen are now released and fetched or driven to Pen 4  
Then ..Pen 1 geese are released into arena and driven/ fetched to start position...

### Pen Gates:

- Corral #1 Gate: 14ft
  - Gate to arena: 8ft
  - Pen A Gate: 12ft
  - Pen B Gate: 12ft
  - Pen D Gate: 12ft
  - Pen E Gate: 12ft
  - Arena Gate 1: 12ft
  - Horse Corral Gate: 14ft
  - Chute: 16ft
- All duck pen gates: 8ft  
All duck pens: 8ft X 8ft

### Note:

- maximum time 20 mins ( 10 minute and 5 minute warning)
- bitches in heat run in order
- run order will be drawn prior to trial
- set out dog will be used if necessary
- maximum number of runs = 10
- ties will be broken using chute score

## Mixed Farm Trial 2

1. Gather ducks from assigned Pen
2. Drive part 1: Ducks are fetched/driven to chute area
  - Advanced dogs must drive
  - open dogs can fetch or drive
  - (ends when ducks reach the entrance of the chute)
3. Chute: Ducks are placed into the chute and the gate is closed
  - advanced dog must do most of the work to put ducks into the chute.
  - Open handlers can help their dogs as much as needed.
  - (scoring for the chute ends when all ducks are in chute and gate is closed)
4. Medical treatment: ducks are placed in pen for medical treatment
  - (ends when ducks are released.)
5. Drive part 2: The ducks are driven or fetched to the re-pen gate, and exhausted into re-pen
  - (scoring ends when gate to re-pen gate is closed)
6. Pen work 1: sheep are taken from Pen D into Pen B
  - (scoring ends when Pen B gate is closed)
  - Advanced dogs must do most of the work, Open handlers can help in any way needed.
7. Gate sort : three marked sheep are placed into Pen C
  - Handlers can use any of the pens for the sort.
  - Advanced dog must be doing most of the work. Open handlers can assist in any way they feel necessary.
  - (ends when Pen C gate is closed)
8. Pen work 2: Remaining sheep are placed in Pen D to be checked.
  - The three head of sheep in Pen C are then moved into Pen D.
  - (ends when Pen D gate is closed)
9. Pen work 3: sheep are moved from Pen D into pen B
  - (ends when Pen B gate is closed)
10. Pen work 4: Sheep are taken from Pen B, through Pen A and let out into the arena
  - (ends when Pen A gate is closed)
11. Sheep are exhausted into sheep take pen
12. Gather: Sheep are gathered from corral #1, fetched through arena to pens, and placed into Pen D for next dog.
  - Advanced handlers must stay at cone, Open handlers can go half way between cone and stock.
  - (ends when Pen D gate is closed)

### Pen Gates:

- Corral #1 Gate: 14ft
  - Gate to arena: 8ft
  - Pen A Gate: 12ft
  - Pen B Gate: 12ft
  - Pen D Gate: 12ft
  - Pen E Gate: 12ft
  - Arena Gate 1: 12ft
  - Horse Corral Gate: 14ft
  - Chute: 16ft
- Duck pens: 8ft X 8ft  
Duck Pen gates: 8ft

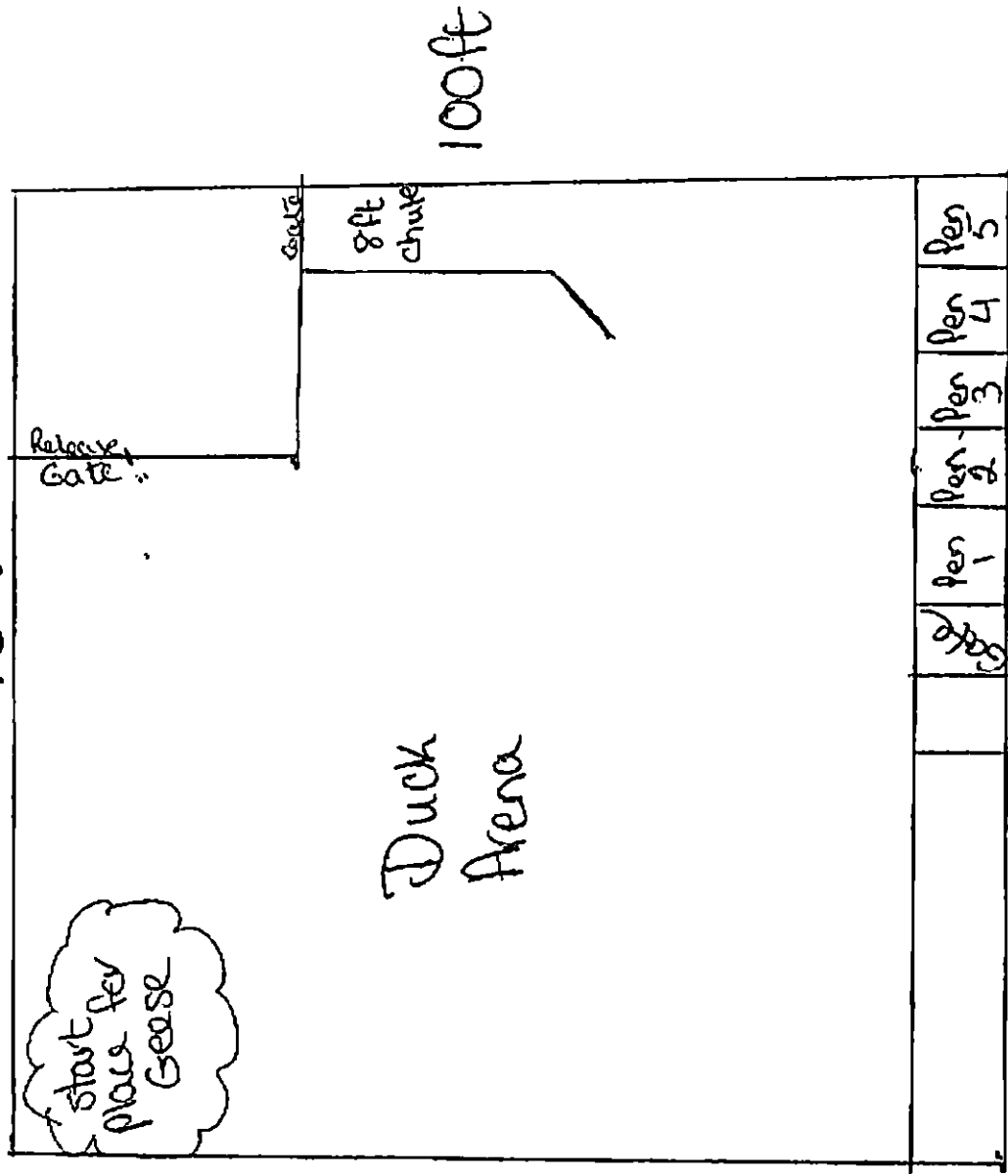
### Note:

- maximum time 25 mins ( 10 minute and 5 minute warning)
- bitches in heat run in order
- run order will be drawn prior to trial
- set out dog will be used if necessary
- maximum number of runs = 10

## Mixed Farm Trial 2

-ties will be broken using chute score

70ft



All pens are 8ft x 8ft

All gates are 8ft

Chute 8ft

Doctoring Pen: 8ft x 8ft

