



SummerNy Ranch AHBA Series 2026 CO AHBA Battle of the Breeds Ranch Dog Trial • August 21-23, 2026

FRI AUGUST 21: HRD GEESE – 24 RUNS
RLF MIXED FLOCK SHEEP/GOATS
12 RUNS MAX

SAT AUGUST 22: HTD GEESE – 24 RUNS
HRD MIXED FLOCK - 28 RUNS
JHD SHEEP (Rnd1 and Rnd 2)
JHD GOATS Rnd1 and Rnd 2)

SUN AUGUST 23: HRD SHEEP - 24 RUNS
HRD GOATS - 24 RUNS

LOCATION: SummerNy Ranch • 227 CR 511 • Ignacio, CO 81137

JUDGE: Karen Trimble, Cathy Sumeracki

CLASSES/STOCK:

RLF Mixed Flock Sheep/Goats Levels I, II, III
HRD Mixed Flock, Levels I, II, III
HRD Sheep, Levels I, II, III
HRD Goats, Levels I, II, III
HRD Geese Levels I, II, III
HTD Geese Levels I, II, III
JHD (Sheep and Goats)

Sheep are katahdin/katahdin crosses. Replacement \$200; Geese are Buffs, Emdens and Toulouse. Replacement \$75.

ENTRIES

RLF MIXED FLOCK	\$75.00	HRD Geese	\$55.00
HRD Sheep	\$65.00	HTD Geese	\$50.00
HRD Goats	\$65.00	JHD	\$50.00
JHD Goats	\$50.00	JHD Sheep	\$50.00

After close date add \$5.00 per class.

ENTRIES OPEN – May 1, 2026 Please enter early so we can plan accordingly.

ENTRIES CLOSE AUGUST 9 OR UNTIL STOCK MAX COUNTS ARE REACHED

Day of entries are allowed and will be based on availability.

Entries must have clearly visible USPS postmark. No metered mail allowed. Overnight entries accepted only if signature is waived. Entries accepted until day of trial or until trial is full. Incomplete entry forms will not be accepted.

TRIAL COMMITTEE:

Cathy Sumeracki, Chair
Mary Porter, Co-Chair
Hana Fullmer, Stock Chair
Ken Ferrill, Secretary

csumeracki@gmail.com
turtlegirl1972@gmail.com
hana@tierravidafarm.com
kenferrillakcsec@earthlink.net

Please enter online at: www.KenFerrill.com

Or Send entries to: AHBA ENTRY

C/O Ken Ferrill • 29 Solomon Rd. Estancia, NM • 87016

*****HELP US KEEP FEES LOW***** With rising credit card fees, we ask you **please enter online then send a check** in rather than pay here. We will time stamp your entry at the time we receive your check. While we realize this is not as convenient as online payment, it will save fees and enable us to continue to keep entries the same. You can pay online but we do have to add a \$15 charge to cover rising fees. Thank you in advance for helping out!

Please make checks payable to: SummerNy AHBA

A \$50.00 service fee will apply to all returned checks. Returned checks will not constitute an accepted entry.

Eligibility: Trial class must be 9 months or older. In trial classes, bitches in heat will run in the order drawn. In test classes, bitches in heat will run last. Non-competing runs will be allowed; such runs will be judged solely as exhibition only and are not eligible for any placements or prizes. A dog may enter at any level for which it is trained. No title is a prerequisite for another. A dog may not be entered in both a test class and a trial class. A dog may be entered in different levels for different stock.

Herding Ranch Dog (HRD) Course: The course for the HRD is included as part of this form. We will be using 5 sheep/5 goats and 8-10 geese.

Herding Trial Arena Dog (HTAD) Course #4: We will be using a GATHER for stock on Saturday and a TAKE PEN on Sunday. Ribbon-removal/shed (sheep) and the gate sort (geese/ducks) will be used as the sort for Advanced handlers (HTAD III). The free-standing pen or trailer will be used at all levels.

Awards: 1st – 5th place and qualifying ribbons will be awarded per class. High Score Sheep, High Score Geese; High in Trial Owner Handler and High in Trial Junior awarded for each trial. High COMBINED for the weekend will be awarded for every breed entered.

We are doing tag “buckles” this year. These will be awarded at the close of the 2026 summer season and will be awarded based on highest average for all AHBA trials at SummerNy Ranch.

June 12-14, 2026 • August 21-23, 2026 • September 18-20, 2026

AWARD RULES:

- Must enter all trials and enter at least one class per trial.
- Highest AVERAGE SCORE • Qualifying scores only
- Tie breaker will be based on time then by total geese scores.
- For High combined awards, the same dog handler team may only win one tag. Highest combined score goes to high combined first with the next highest score going to Owner Handler and where applicable, the next highest score going to Junior Handler.
- Owner Handler is meant for non-professional handlers only. If you give lessons (free or otherwise) or handle someone else's dog, you are not eligible.
- You can win the high combined overall and the High combined by Breed award but it will be a single tag.

Food: Food will be available onsite at no charge. Coffee/ water is also provided.

Hotel/Motels in area:

Lodging can be expensive in Durango.
Try Air Bnb for good pet friendly options.
www.airbnb.com

Debbie Dupont has a trailer available as well. She is about 45 minutes from site but lodging is very reasonable and nice. Contact Debbie at ddupont440@gmail.com

Sky Ute Casino
www.skyutecasino.com
1-888-842-4150

RV Oasis Durango
www.myrvoasis.com
970-247-0783

RV Parking

There is parking for RV's and trailers on the grounds at \$20 per night. We do use the field on Friday but park you far enough away, you should not be affected. Dry camping only. Reservations required. Reserve by emailing csumeracki@gmail.com

Directions to Facility:

227 CR 511 IGNACIO CO 81137

Any GPS will take you to the correct location.

SummerNy Ranch is located about 15 minutes from Durango CO.

From the South:

Follow 160 East to 172 South. Take CR 515 (left) to CR 514 (right).
Take CR 514 to CR 511 (left) to 227 CR 511.

From the North:

Follow 160 W to Bayfield Parkway. Go left. Follow Bayfield Parkway to CR 509. (left)
Follow 509 to CR 510 (right). Follow CR 510 to CR 511. (left)

Entry Form AHBA Trial SummerNy Ranch

ONLINE ENTRY: www.kenferril.com

Breed _____

Registered Name _____

Reg# _____ Registration Club _____

Call Name _____

Sex _____ Birth Date _____

Sire _____

Dam _____

Breeder's Name _____

Owner's Name _____

Mailing Address _____

City/State/Zip _____

Phone _____ Cell _____

Email _____

Handler if other than owner _____

FRIDAY August 21, 2025			
RLF MIXED FLOCK (\$75)	<input type="checkbox"/> RLF I	<input type="checkbox"/> RLF II	<input type="checkbox"/> RLF III
HRD GEESE (\$55)	<input type="checkbox"/> HRD I	<input type="checkbox"/> HRD II	<input type="checkbox"/> HRD III
SATURDAY August 22, 2025			
HTD GEESE (\$50)	<input type="checkbox"/> HTD I	<input type="checkbox"/> HTD II	<input type="checkbox"/> HTD III
HRD MIXED FLOCK (\$65)	<input type="checkbox"/> HTAD I	<input type="checkbox"/> HTAD II	<input type="checkbox"/> HTAD III
JHD GOATS	<input type="checkbox"/> JHD RND 1(\$50)	<input type="checkbox"/> JHD RND 2 (\$50)	
JHD SHEEP	<input type="checkbox"/> JHD RND 1(\$50)	<input type="checkbox"/> JHD RND 2 (\$50)	
SUNDAY August 23, 2025			
HRD SHEEP (\$65)	<input type="checkbox"/> HTAD I	<input type="checkbox"/> HTAD II	<input type="checkbox"/> HTAD III
HRD GOATS (\$65)	<input type="checkbox"/> HTAD I	<input type="checkbox"/> HTAD II	<input type="checkbox"/> HTAD III

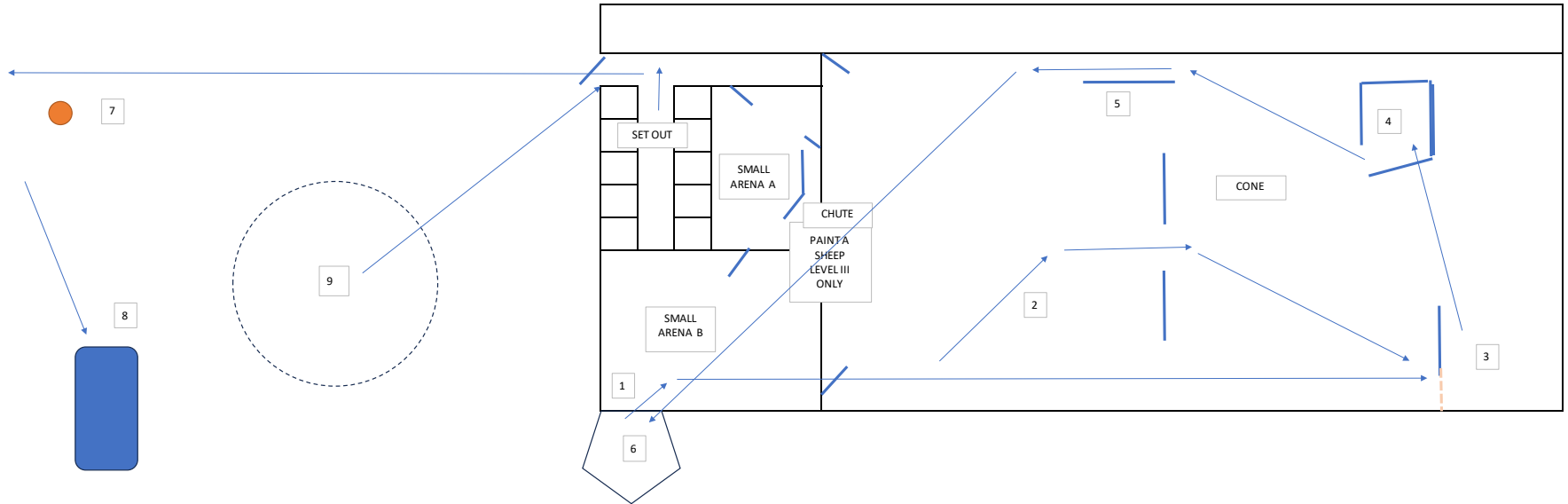
TOTAL AMOUNT ENCLOSED \$ _____

IMPORTANT —READ THIS FIRST:

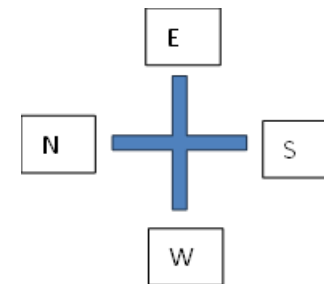
Release: In consideration for participation in an event sanctioned by the American Herding Breed Association (AHBA), I agree to assume all responsibility for any claim, loss, or damage, or whatever kind or nature, whether to person or property, which may be caused at or near this event, either directly or indirectly, by me or the dog or dogs I have entered in or brought to this event. I further agree that I will hold the AHBA, its officers, directors, agents and members; SummerNy Ranch. and its officers, directors, agents and members; and the property and stock owners and their agents, harmless and defend them from any and all liability for any injury, claim, damage or loss, of whatever kind or nature, whether to person property, caused at or near this event, whether directly or indirectly, by me or any dog I have entered in or brought to this event. I agree to indemnify the AHBA, its officers, directors, agents and members; SummerNy Ranch; and the property and stock owners, for any loss, cost or expense including attorneys fees and costs, to which the AHBA, its officers, directors, agents or members, SummerNy Ranch, or the property and stock owners, might be subject as a result of any claim, suit, loss or damage caused in any way by any act or negligence on my part or on the part of any dog or dogs I have entered in or brought to this event. I acknowledge that while the AHBA may provide sanctioning for this event with regard to the issuing of titles, it does not have and does not exercise control over the conduct of the event or those present. I certify and represent that the dog or dogs I have entered in or brought to this event is/ are not a hazard to other dogs, other animals, or to people.

Signature of entrant _____ Date _____

RLF MIXED FLOCK - SUBJECT TO CHANGE

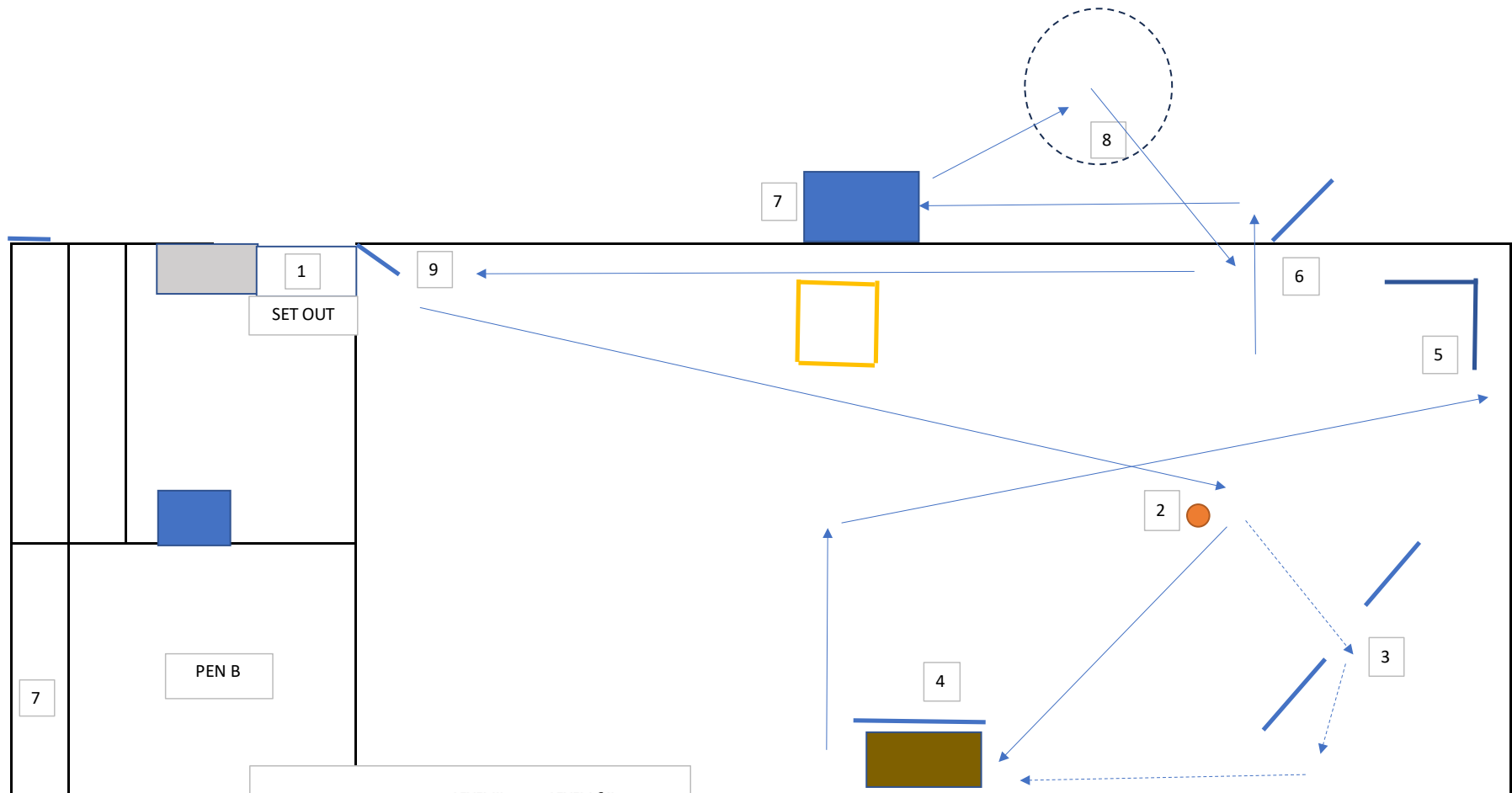


	Level III	Level II and I
TAKE PEN	10	10
PANELS	10	N/A
DUSTER	10	10
PEN	10	10
ALLEYWAY	10	10
REPEN/NEW SET	10	10
GATHER	10	10
TRAILER	10	10
HOLD/SHED	10	10
REPEN	10	10



1. **TAKE PEN (10)** Take the flock out of the round pen.
2. **OBSTACLE 1 (10) LEVEL III ONLY** Drive the flock through the center panels. Handlers must stay at fence.
3. **OBSTACLE 2 DUSTER (10)** Drive the sheep through the duster. All levels may go to duster. Level II and II must stay at duster, Level I can go anywhere.
4. **OBSTACLE 3 PEN (10)** Put half the flock in the pen. Level III handlers put the sheep in the pen, Level II must put the goats in the pen and Level I can put any combination in the pen.
5. **OBSTACLE 4 ALLEY WAY (10)** Take the remaining flock through the alley way. Level III handlers must stay at the pen. Level II handlers may go halfway and Level I handlers can go anywhere.
6. **ROUND PEN AND NEW SET (10)** Get the stock in the pen out to join the rest of the flock and put the whole flock in the round pen using the west gate. Get a new set of sheep and goats from the set out area and take them to the field. Leave them at the south end of the field.
7. **GATHER (10)** Gather the sheep and go counterclockwise around the post to the trailer. Level III handlers set their dog at post and must stay and send from the post and remain there until the flock is at the trailer. Level II handlers set their dogs at the post and may go halfway to stock. They can go halfway to trailer on the drive. Level I handlers may set their dogs halfway and go within 15 feet of the stock.
8. **TRAILER (10)** Put the stock in the trailer. and remove them. Judging ends when the stock is out of the trailer.
9. **HOLD/SHED (10)** Take the flock to the hold area. Level III handlers must shed the flock into sheep and goats. Level II and Level I handlers can hold for 5 seconds. Judge will call a hold.
10. **REPEN (10)** Repen the flock from the arena through the east red gate to the setout. Judging ends when the gate is closed. We do ask handlers to put the flock back together in the respective sheep pen and goat pen but this is not being judged.

Time allowed: 20 minutes Level III; Tie is broken on time then trailer.



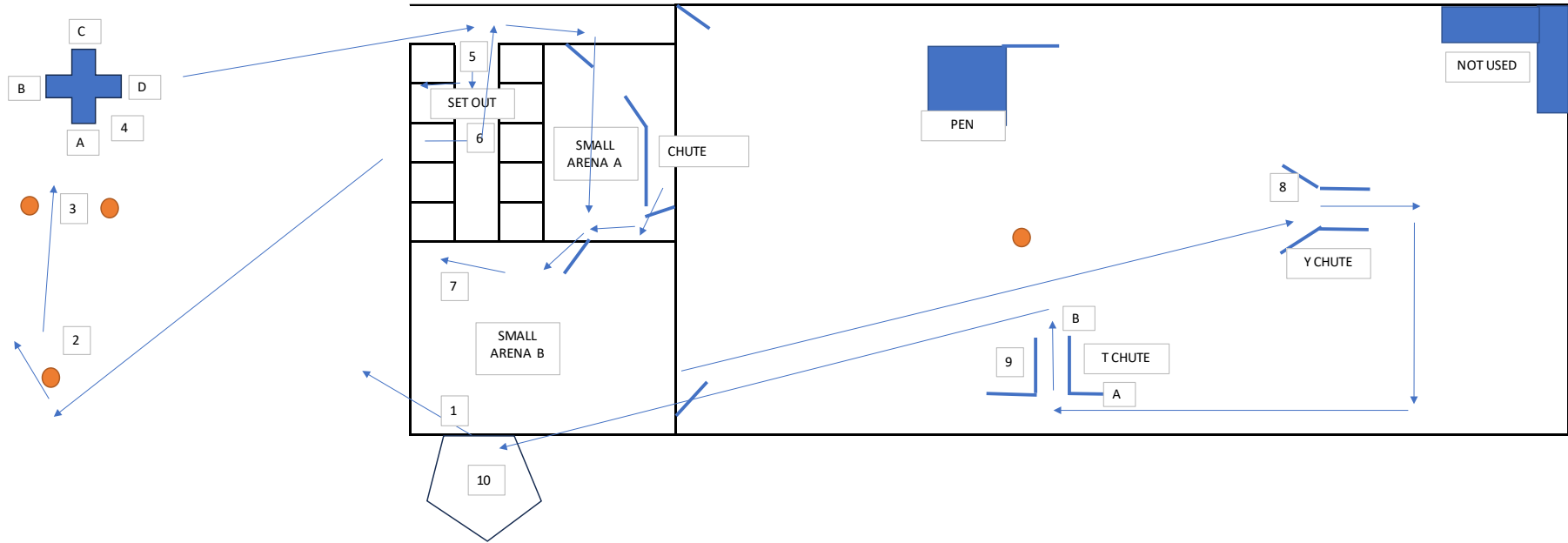
	LEVEL III	LEVEL I & II
TAKE PEN	10	10
GATHER	10	10
PANELS (Level III ONLY)	10	N/A
BRIDGE	10	10
L CHUTE	15	15
GATE SORT	10	10
TRAILER	15	15
HOLD	10	10
REPEN	10	10

Time allowed: 15 minutes Level III; 17 minutes Level II and I. Tie is broken on time then the T chute.

1. **TAKE PEN (10)** Take two sets of geese into main geese arena. Dogs should stay outside the pen area while the handler gets the geese out. Scoring ends when all geese are in arena.
2. **GATHER (10)** Gather the geese and clockwise around the cone. Level III must send from side; Level II may go halfway to sheep and Level I may go to within 15 feet of sheep. Scoring ends once sheep cross the plane of the cone towards the field gate.
3. **PANELS (LEVEL III ONLY) (10)** Take the geese around or to the north of the cone through the panels. Scoring ends once the last goose has crossed the plane of the panels. Level II handlers must remain at the cone until the geese have exited the L chute.
4. **BRIDGE (10)** Take the geese over the bridge (east to west). Level III must stay at cone. Level II may go halfway to bridge and Level I may go anywhere. Scoring ends once the last geese has exited the bridge.
5. **L CHUTE (15)** Take the geese through the L chute (south to north). Level II handlers must stay at the cone. Level II handlers may go halfway to L chute. Level I handlers may go anywhere. Scoring ends when the last goose has exited the plane of the L chute.
6. **GATE SORT (10)** Level III handlers must sort 2 then 2 then remaining into the field. Level II must sort 4 then remaining. Level I must sort any split into field.
7. **TRAILER (15)** Put the geese into the trailer. Scoring ends once all geese are in the trailer. All levels may go anywhere.
8. **HOLD (10)** Take from the trailer and hold in shed area. Level III handlers must shed into two groups. Level II must hold in shed area. Level I must hold within 20 feet of hold area. Judging ends once the judge calls a hold or a shed.
9. **REPEN (10)** Reopen the remaining geese. Time stops and judging is over once the geese are in the setout area. (AFTERWARD, PLEASE SET IN TWO EVEN GROUPS. This is not part of judging. Please do not bring dogs in the setout area.

Time allowed: 17 minutes all levels. Tie is broken on time then the L chute.

HRD – Mixed Flock Sheep and Goats

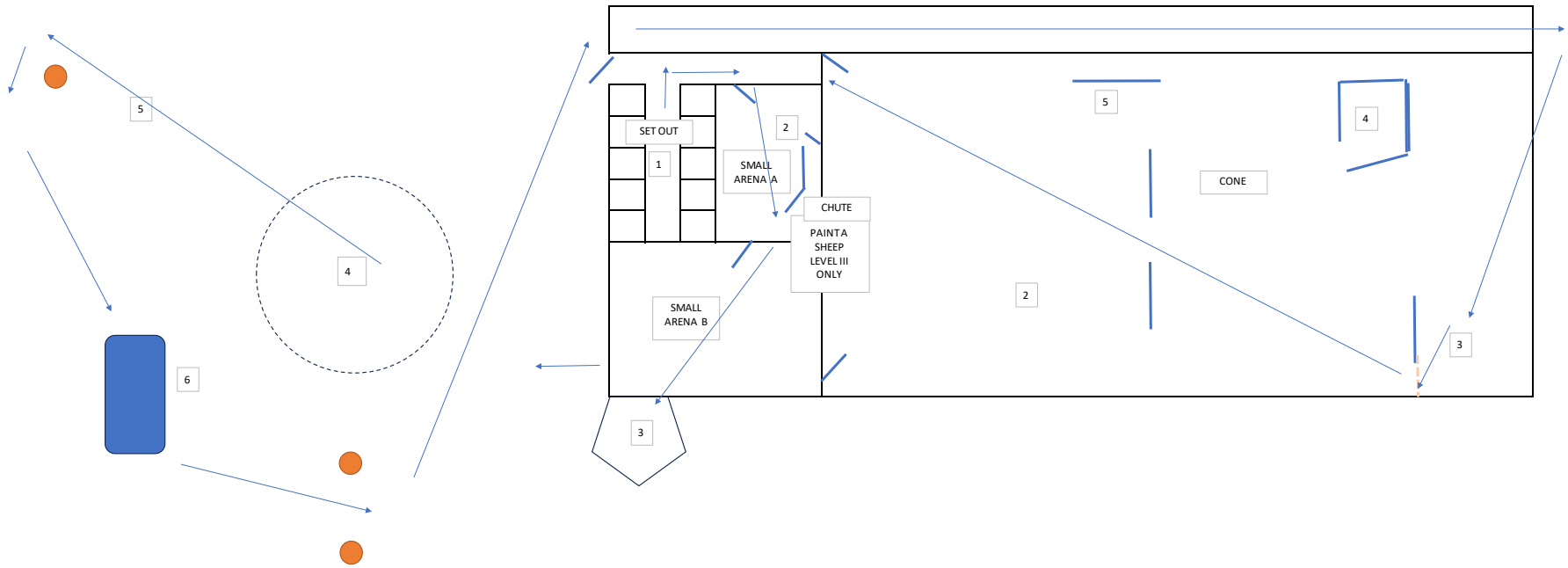


	LEVEL III	LEVEL II/I
TAKE PEN	10	10
GATHER	10	10
CONES (III)	10	N/A
MALTESE CROSS	10	10
REPEN	10	10
GATE SORT	10	10
HOLD	10	10
Y CHUTE	10	10
T CHUTE	10	10
REPEN	10	10

- 1. TAKE PEN (10)** Take a set of sheep from the round pen to the field. Judging ends when the flock is in the field. Leave them there. Judging ends when the dog is called off.
- 2. GATHER (10)** Gather the flock and go counterclockwise towards the pen. Level III must send from side; Level II may go halfway to flock and Level I may go to within 15 feet of flock. Scoring ends once flock cross the plane of the cone towards the pen.
- 3. CONES (Level III only) (10)** Drive the flock through the cones. Level III handlers must stay at post. **Level II and I handlers may proceed to maltese cross.**
- 4. MALTESE CROSS (10)** Proceed to the Maltese Cross. Level II handlers must take the flock through opening A and exit through B and cannot go past the plane of A. Level II handlers must take the flock through opening A and exit through opening C and cannot go past opening B and D. Level I handlers must take the flock through opening A and exit through opening D and can go anywhere. Judging ends when the flock has crossed the plane of opening D towards the set-out area.
- 5. REPEN (10)** Take the flock through the red gate on the east end of set out, down the alleyway into the set-out area and repen the set. Judging ends when the flock is repenned.
- 6. GATE SORT (10)** Take out a new flock. Sort into sheep and goats using the empty pens. Level III gets the use of a single pen to sort the goats out. Level II may use two pens to sort the goats out. Level III can use unlimited pens to get the goats sorted out. Judging ends when the sorting ends.
- 7. HOLD (10)** Take the goats from Small arena A and hold them in the northeast corner. Level III must stay at the gate of small Arena A and make a phone call. When the phone rings, the hold is done. Level II may be behind the dog but also need to call. Level I may be with the flock and do not need to call. Judge will call hold for Level I.
- 8. Y CHUTE (10)** Leave the goats in small arena B and go get the sheep and add them to the goats then take the whole flock through the small gate into the main arena. Level III and II must leave the goats in small Arena B but Level I may opt to add the goats into the main arena before getting the sheep. Take the sheep through the Y chute. Level II handlers must stay at the gate. Level II handlers may go halfway. Level I handlers can go anywhere. Judging ends when the sheep have exited the Y chute or crossed the plane.
- 8. T CHUTE (10)** Take the sheep through the T chute opening A to B. Level III handlers remain at the plane of the gate. Level II handlers cannot cross the plane of the cone (halfway point) to the west. Level I handlers can go anywhere. Judging ends when the sheep have exited the T.
- 9. REPEN/ROUND PEN (10)** Repen the sheep through the small gate and out in round pen. Scoring ends and time stops once the pen gate is closed.

Time allowed: 20 minutes Level III; 17 minutes Level II and I.

HRD SHEEP

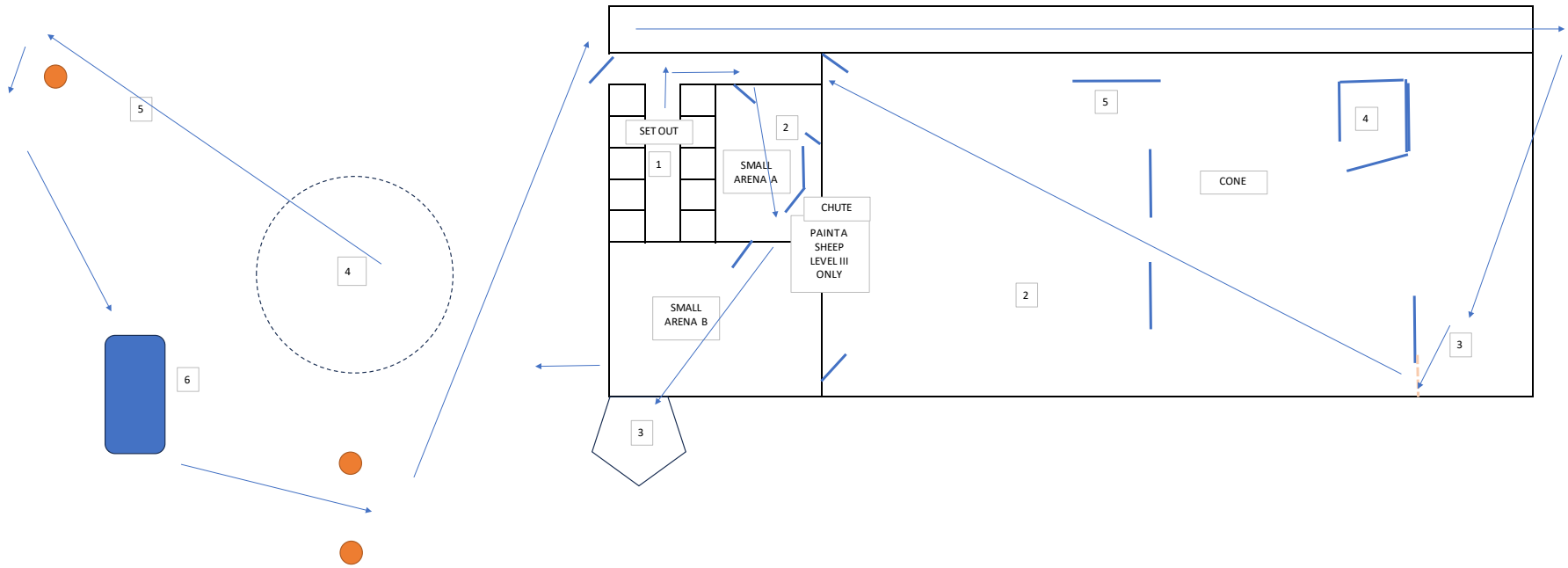


	Level III	Level II and I
TAKE PEN	10	10
CHUTE	10	10
SORT	10	10
HOLD	10	10
GATHER	10	10
TRAILER	10	10
PANELS	10	N/A
FETCH	10	10
DUSTER	10	10
REPEN	10	10

1. **TAKE PEN (10)** Take a set of sheep from set out into Small Arena A.
2. **OBSTACLE 1 (10) CHUTE** Put the sheep in the chute. Level III and II handlers must keep gate closed and touch one of the sheep. Level I handlers can leave the end gate open and run the sheep through.
3. **SORT (10)** Put half the sheep in the round pen and take the remaining into the field. Level III handlers must sort the colored sheep into the pen. Level II must get half the flock into the pen. Level I can use any combination so long as at least three sheep are left out. Return to the pen and take the remaining into the field. Judging ends on this obstacle when all sheep are in the field.
4. **HOLD (10)** Take the sheep to the hold area and hold. All levels may be with the sheep. Judge will call a hold. Leave the sheep there.
5. **GATHER (10)** Gather the sheep and go counterclockwise around the post to the trailer. Level III handlers set their dog at post and must stay and send from the post and remain there until the flock is at the trailer. Level II handlers set their dogs at the post and may go halfway to stock and can go halfway to trailer. Level I handlers may set their dogs halfway and go within 15 feet of the stock and can fetch to trailer. Judging ends when the stock is at the trailer.
6. **OBSTACLE 2 TRAILER (10)** Put the sheep in the trailer and remove them. Judging ends when the stock is out of the trailer.
7. **OBSTACLE 3 PANELS LEVEL III ONLY** Drive the sheep through the panels. Level III Handlers must stay at trailer until the livestock has crossed the plane of the cones. Level II and I may fetch from the trailer to the gate. Judging ends when the livestock is at the gate.
8. **FETCH WORK (10)** All levels fetch. Take the sheep through the alley between sheep arena and road and enter the south end of the sheep arena.
9. **OBSTACLE 4 DUSTER (10)** Take the sheep through the duster.(south to north). Level II handlers must stay at gate. Level II handlers may go halfway. Level I handlers may go anywhere but through the obstacle.
10. **REPEN (10)** Repen the sheep from the arena through the east red gate to the setout. Judging ends when the gate is closed. We do ask handlers to put the flock back together in the respective sheep pen and goat pen but this is not being judged.

Time allowed: 20 minutes Level III; Tie is broken on time then trailer.

HRD GOATS



	Level III	Level II and I
TAKE PEN	10	10
CHUTE	10	10
SORT	10	10
HOLD	10	10
GATHER	10	10
TRAILER	10	10
PANELS	10	N/A
FETCH	10	10
DUSTER	10	10
REPEN	10	10

1. **TAKE PEN (10)** Take a set of goats from set out into Small Arena A.
2. **OBSTACLE 1 (10) CHUTE** Put the goats in the chute. Level III and II handlers must keep gate closed and touch one of the goats. Level I handlers can leave the end gate open and run the goats through.
3. **SORT (10)** Put half the goats in the round pen and take the remaining into the field. Level III handlers must sort the colored goats into the pen. Level II must get half the flock into the pen. Level I can use any combination so long as at least three goats are left out. Return to the pen and take the remaining into the field. Judging ends on this obstacle when all goats are in the field.
4. **HOLD (10)** Take the goats to the hold area and hold. All levels may be with the goats. Judge will call a hold. Leave the goats there.
5. **GATHER (10)** Gather the goats and go counterclockwise around the post to the trailer. Level III handlers set their dog at post and must stay and send from the post and remain there until the flock is at the trailer. Level II handlers set their dogs at the post and may go halfway to stock. They can go halfway to trailer on the drive. Level I handlers may set their dogs halfway and go within 15 feet of the stock.
6. **OBSTACLE 2 TRAILER (10)** Put the goats in the trailer and remove them. Judging ends when the stock is out of the trailer.
7. **OBSTACLE 3 PANELS LEVEL III ONLY** Drive the sheep through the panels. Level III Handlers must stay at trailer until the livestock has crossed the plane of the cones. Level II and I may fetch from the trailer to the gate. Judging ends when the livestock is at the gate.
8. **FETCH WORK (10)** All levels fetch. Take the goats through the alley between sheep main arena and road and enter the south end of the goats arena.
9. **OBSTACLE 4 DUSTER (10)** Take the goats through the duster. (south to north). Level II handlers must stay at gate. Level II handlers may go halfway. Level I handlers may go anywhere but through the obstacle.
10. **REPEN (10)** Repen the goats from the arena through the east red gate to the setout. Judging ends when the gate is closed. We do ask handlers to put the flock back together in the respective sheep pen and goat pen but this is not being judged.

Time allowed: 20 minutes Level III; Tie is broken on time then trailer.