# 2023 RED PINE'S STONEGATE FARM DERBY DAYS

Date: August 26th- Jumpers; August 27th- Hunters & Medal
Location: Stonegate Farm, 11130 Juliane Avenue North, Stillwater, MN 55082
Show Manager: Tracy Grandstrand (612-231-6452)
Show Secretary: Missy Fedor (763-350-9237, melissamae33@Hotmail.com)
Course Designer: Tracy Grandstrand
Stabling: Tracy Grandstrand (612-231-6452)

**RULES:**

- Each horse must have negative Coggins test within past 12 months; must provide copy to show office at check-in.
- Each horse must have flu/rhino vaccine in the last 6 months but not within 14 days prior to horse show; copy of vet certificate/invoice or serial number/manufacturer must be submitted to show office.
- **Farm hours are 6:00am until 8:30pm---no exceptions. ALL CAR/TRAILER PARKING WILL USE SOUTH ENTRANCE** (Main farm entrance will be closed)
- No camping on farm (in trailer/tent) unless special permission is granted by Show Manager.
- No visiting dogs on farm without permission.
- All horses on grounds must be registered in show office.
- Farm opens at 12pm on Friday, August 25th. No arrivals before that day/time.

**REGISTRATION & REFUNDS:**

Must register online at www.horseshowsonline.com; no paper entries accepted. August 12th CLOSING DATE

Non-refundable $100 is required per entry but will not be charged at time of online entry. If the horse or rider cancels entry prior to closing date, $50 is non-refundable; however the entry can be transferred to a different horse or rider (but not both horse/rider). If horse or rider cancels entry after closing date, full entry fee and stabling will be charged. However, management will make every attempt to fill the available space with another horse/rider so that only a $100 will be charged.

**DIVISIONS**
**(Jumper Day on August 26th; Hunter/Medal Day on August 27th):**

Each **MEDAL** height division begins with a Medal. It will run in the Maclay format. All participants compete over fences. Those not eliminated will be judged in a flat phase. Prizes sponsored by Jumping for Joy/Brandt Family.

For the **HUNTER DERBY**, all entries compete in a Derby classic round; the top 12 scoring competitors will be called back for a handy round; scores from classic and handy rounds will be combined to determine the Derby placings.

A rider, such as a professional who ineligible to enter a Medal, can opt out of the Medal and instead participate in $200 All-day Stonegate Farm Open Hunter Over Fences (riders judged against other riders showing at 2', 2'3, 2'6 & 2'9). *The same jumps being used in the Medal o/f course will also be used in the SGF Open Hunter o/f course.*

Medal & $200 Hunter Derby 2' (2'3 options)
Medal & $200 Hunter Derby 2'3 (2'6 options)
Medal & $200 Hunter Derby 2'6 (2'9 options)
Medal & $200 Hunter Derby 2'9 (3' options)

Each division begins with a $100 Stonegate Farm **JUMPER CLASS** (timed first round- Table II, Sect 1).

All entries compete in the JUMPER DERBY which consists of a first round (Table II, 2b); all clean 1st rounds will participate in the jump-off.

$100 SGF Jumper Class and $150 Jumper Derby- 0.75m-0.80m
$100 SGF Jumper Class and $150 Jumper Derby - 0.85m-0.90m
$100 SGF Jumper Class and $150 Jumper Derby - 1.0m
$100 SGF Jumper Class and $150 Jumper Derby - 1.10m

**SCHOOLING DAY & WALKING COURSES**:

- **August 25th** (Friday) from 1-5pm (hunters/jumpers); $35 per horse. FYI- Farm does not open before 12pm on Friday.
- **August 26th** (Saturday) from 5pm-7pm; $35 per horse (hunters only).

Riders may walk the course (without horses) on Saturday and Sunday between 7:00-7:20am.

- SATURDAY there will be a 10-minute opportunity to walk the course Saturday before the 1.0m begins and again before the 1.10m begins.
- SUNDAY there will be a 10-minute opportunity to walk the course before the 2'6 Division begins.

**PLACINGS & PRIZE MONEY:**

**$200 Hunter Derby** (incl classic and handy round); ribbons 1st- 12th with 1st place prize. Payout- 1st $90, 2nd- $75, 3rd- $35.
**Medal**; ribbons 1st-8th with 1st place prize
**$200 All-day SGF Open Hunter Over Fences** (in lieu of Medal), ribbons/payout through 6th. Payout- 1st-$70, 2nd-$40, 3rd-$30, 4th- $25, 5th-$20, 6th-$15.
**$100 SGF Jumper (per height division)**, ribbons through 6th place. Payout- 1st-$50, 2nd-$30, 3rd-$20
**$150 Jumper Derby** (incl first round and jump-off); ribbons 1st-12th with 1st place prize. Payout- 1st $70, 2nd- $50, 3rd- $30.

**2023 RED PINE YEAR-END POINTS:**
No 2023 Red Pine year-end points will be awarded for this specialty show.

**FEES per HORSE:**
Hunter division: $190
Jumper division: $180

***Includes*** office fee and all class entry fees.
***Does not include*** fees for stabling, schooling day, late entry, extra bedding.
Non-refundable $100 deposit at time of online registration (www.horseshowsonline.com)
NO REFUNDS AFTER CLOSING DATE (August 12)
There are no discounts or refunds if rider opts out of any class in their respective division.

**STABLING:**

STABLING on SHOW DAYS (very limited)

- Day stall $100; includes 2 bags bedding (6am arrival; departure 6pm)
- Day stall with prior overnight (6pm arrival) $135; includes 2 bags bedding
- SCHOOLING DAY stabling is unavailable unless horse is registered to show on Saturday.
- Stabling is only available on the day the horse is entered in the horse show. For example, a Saturday stall request for a Sunday-only rider will not be granted due to limited stabling. Please contact Tracy with questions.
- There will not be electrical outlets for fans; please plan accordingly.

# CLASS SPECIFICATIONS

**Hunter Derby** classes may include natural fences reminiscent of the hunt field, such as stone walls, logs, brush jumps, white board fences, post-and-rail jumps, gates, coops, banks and ditches; riders may be asked to exit/return to the arena as part of the jumping course. The course may also incorporate in-and-outs, bending lines, lines on unrelated distances and fences with long approaches.

The top 12 scoring competitors in the classic round come back to ride the handy round, which may include a trot fence, rollbacks and tight turns to show off the horse's rideability. Riders can earn extra points for demonstrating handiness. In both rounds, they can select jumps with higher height options to earn additional bonus points. The combination of scores from the two rounds determines the winner.

**Medal classes** could include the following elements:

1. Halt (4 to 6 seconds) or halt and back. When riders working collectively are asked to halt and then back, they must not be penalized if they walk forward a few steps and halt after backing.
2. Hand gallop. A hand gallop may be used on the approach to a jump.
3. Figure eight at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting the saddle when left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on the ground; when circling clockwise at a trot, rider should be on left diagonal; when circling counterclockwise, rider should be on the right diagonal.
4. Figure eight at canter on correct lead, demonstrating simple change of lead. This is a change whereby the horse is brought back into a walk or trot (either is acceptable unless the judge specifies) and restarted into a canter on the opposite lead. Figures to be commenced in center of two circles so that one change of lead is shown.
5. Work collectively or individually at a walk, trot and/or canter.
6. Jump low obstacles at a trot as well as at a canter.
7. Answer question(s) regarding basic horsemanship, tack and equipment and conformation.
8. Ride without stirrups, riders must be allowed option to cross stirrups.
9. Dismount and mount. Individually.
10. Turn on the forehand done through the walk or the halt.
11. Figure eight at canter on correct lead demonstrating flying change of lead or simple change.
12. Execute serpentine at a trot and/or canter on correct lead demonstrating simple or flying changes of lead. (See EQ112.4 for simple change.)
13. Change leads on a line demonstrating a simple or flying change of lead.
14. Change horses. (Note: this test is the equivalent of two tests.)
15. Canter on counter lead.
16. Turn on the haunches from the walk.
17. Demonstration ride of approximately one minute. Rider must advise judge beforehand what ride he plans to demonstrate.

Jumper Derby courses may include natural obstacles, such as a water, ditch, log, and other natural jumps that are not normally seen in a typical show jumping class.

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(Subject to change—prizelist 6/2/23-V.2)