

# 2024 STONEGATE FARM DERBY DAYS



Date: Sunday, August 25<sup>th</sup>  
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](mailto:melissamae33@Hotmail.com))  
Course Designer: Tracy Grandstrand  
Stabling Requests: Missy Fedor (763-350-9237, [melissamae33@Hotmail.com](mailto:melissamae33@Hotmail.com))

## 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/manufacture 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 Saturday, August 24<sup>th</sup>. No arrivals before that day/time.

## REGISTRATION & REFUNDS:

Must register online at [www.horseshowsonline.com](http://www.horseshowsonline.com); no paper entries accepted. August 12<sup>th</sup> CLOSING DATE

Entries are non-refundable but will not be charged at time of online entry. If the horse or rider cancels entry prior to closing date, the entry can be transferred to a different horse or rider that has not yet entered the show. Management will make every attempt to fill the available space with another horse/rider.

## DIVISIONS

### Hunter Derby/Medal Section:

For the **HUNTER DERBY**, all entries compete in a Derby classic round and a handy round; scores from classic and handy rounds will be combined to determine Hunter Derby placings.

**MEDAL** classes will run in the Maclay format. All participants compete over fences. Those not eliminated will be judged in a flat phase.

\*If a rider opts out of the Medal (ie professional are not eligible for Medal classes), he/she can instead participate in **Stonegate Farm Open Hunter Over Fences (variable height)**. Riders will be judged against other riders showing at 2' through 3'). *The same jumps being used in the Medal off course will also be used in the SGF Open Hunter off course.*

Hunter/Medal Divisions offered:

- Medal & Hunter Derby 2' (2'3 options)
- Medal & Hunter Derby 2'3 (2'6 options)
- Medal & Hunter Derby 2'9 (3'0 options)

### Jumper Derby Section:

- Offers the Stonegate Farm **JUMPER CLASS Warm-up** (timed first round- Table II, Sect 1), variable height (.80m, .90m, 1.0m, or 1.10m)
- **JUMPER DERBY** consists of a first round (Table II, 2b); all clean 1<sup>st</sup> rounds will participate in the jump-off; variable height (.80m, .90m, or 1.0m)

**EXACT CLASS SCHEDULE TO BE POSTED AT RPHSA & [www.HORSESHOWSONLINE.com](http://www.HORSESHOWSONLINE.com) NO LATER THAN AUG 15<sup>th</sup>**

### **SCHOOLING DAY & WALKING COURSES:**

**August 24<sup>th</sup>** (Saturday) from 1-5pm (hunters/jumpers); \$30 per horse. FYI- Farm does not open before 12pm.

### **AWARDS:**

**Hunter Derby** (incl classic and handy round); ribbons 1<sup>st</sup>- 12<sup>th</sup> with 1<sup>st</sup> place prize.

**Medal**; ribbons 1<sup>st</sup>-8<sup>th</sup> with 1<sup>st</sup> place prize

**All-day SGF Open Hunter Over Fences** (variable height; in lieu of Medal), ribbons through 6<sup>th</sup> with 1<sup>st</sup> place prize.

**SGF Jumper (variable height)**, ribbons through 6<sup>th</sup> place.

**Jumper Derby** (incl first round and jump-off); ribbons 1<sup>st</sup>-12<sup>th</sup> with 1<sup>st</sup> place prize.

### **2024 RED PINE YEAR-END POINTS:**

No 2024 Red Pine year-end points will be awarded for this specialty show.

### **FEES per HORSE:**

Hunter & Jumper division: \$195

Stabling: see below

Late Entry: \$30

Schooling on August 24<sup>th</sup>: \$30

Non-compete fee: \$150

**Includes** office fee and division entry fee.

**Does not include** fees for stabling, schooling day, late entry, extra bedding.

NO REFUNDS AFTER ENTRY----- **Closing date August 12<sup>th</sup>**

There are no discounts or refunds if rider opts out of any class(es) in their respective division.

## STABLING:

### STABLING on SHOW DAYS

- Day stall \$95; includes 2 bags bedding (6am arrival; departure 6pm)
- Day stall with prior overnight (6pm arrival) \$130; includes 2 bags bedding
- There will not be electrical outlets for fans; please plan accordingly.



## CLASS SPECIFICATIONS

**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.

**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.

(Subject to change—prizelist 7/25/24-V.1)