

14TH ANNUAL
Franktown Meadows
HUNTER DERBY
JUNE 21-23, 2024



A Weekend of Equestrian Excellence
RENO, NEVADA

#forever14



Advancing conversation and human connection to prevent teen suicide.

Forever14.org

NEVER BE FORGOTTEN

We will tell your story Son, the story of good kid loved by many. We miss you each and every day Caleb. You will never be forgotten.



Caleb Stenvold
2004-2019

#forever14 was founded in memory of Caleb Stenvold who made an impulsive decision to end his life.

Funds donated will support teen connection events, suicide prevention, and charitable outreach initiatives that promote real-time connection throughout local communities.



Sharing is Caring @forever14org #SuicideFreeBy2023
Forever14 - A Charitable Organization 501(c)(3)

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Forever14.org advancing conversation and human connection to prevent teen suicide.

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Agency Information

Forever14 | connect@forever14.org | forever14.org

Personal Safety

Anyone entering or granted permission to the Franktown Meadows Hunter Derby and all ground upon which the competition is being held assumes all risks and danger incidental to the Hunter Derby whether occurring prior to, during, or subsequent to the Hunter Derby, including specifically, but not exclusively, the danger of being injured as a result of being bitten, kicked, bumped, trampled, or otherwise struck (referred to herein as “contact”) by the horses or riders in the Hunter Derby, or injured in an attempt to avoid such contact. Anyone entering or granted admission agrees that the Franktown Meadows Hunter Derby, and/or the Franktown Meadows Equestrian Facility and/or Forever14 its officers, agents, employees, and other entities or persons connected in any way to the Hunter Derby or in control of the premises are not liable for the injuries from such contact or an attempt to avoid such contact.



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Good luck to all competitors!

WELCOME TO THE 14TH ANNUAL FRANKTOWN MEADOWS HUNTER DERBY

Welcome to the 14th Annual Franktown Meadows Hunter Derby Benefiting Forever14 an organization whose mission is to foster conversation on the difficult and pressing topic of teen suicide.

STAFF

Competition Manager	Philip J De Vita
Course Designer	Philip J De Vita
Technical Coordinator	Eric Mayberry
Production Coordinator	Mike Moran
Competition Secretary	Alice Phillips
Steward	Sally Hudson, California
Schooling Ring Supervisor	Lucy Franklin, Oregon

OFFICIALS

Competition Judge	Maria Takacs Oldwick, NJ
Competition Judge	Connie Tramm Hunt Haslett, MI
Competition Judge	Marla Amormino Los Angeles, CA
Competition Judge	Lindsay Costigan Lincoln, CA

SERVICES

Hunter Derby Office	FMHunterDerby@gmail.com 407-619-0891
REMSA Health EMS Service	775-858-5700
Farrier Farrier	Daniel Torok 775-671-7935
Veterinarian	Dr Kris Purcell 775-782-4087
Competition Photographer	GrandPix Photography 760-289-2823

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COMPETITION JUDGES

FRANKTOWN MEADOWS HUNTER DERBY

Extends a major thanks to all our officials for being part of the
2024 Franktown Meadows Weekend of Equestrian Excellence



Maria Takacs | Oldwick, NJ

Maria Takacs is a USEF large “R” Judge in Hunter and Hunter/Jumping Seat Equitation. Maria rode to many national titles as a junior and amateur rider including Devon, The Pennsylvania National, Washington International and The Capital Challenge. She has trained with many outstanding professionals including Leo Conroy, John French, Jennifer Bauersachs and David Belford.

Maria now owns and operates Heathersfield Farm LLC, a private training and boarding stable located in Oldwick, New Jersey. Her students, which include her daughter, Samantha Takacs, have won numerous national titles including the USEF Pony Finals, Devon, Harrisburg, Washington and The Capital Challenge.

Connie Tramm Hunt | Haslett, MI

Connie Tramm Hunt, is a USEF large “R” Judge in Hunter, Hunter Breeding and Hunter/Jumping Seat Equitation and “r” in Jumpers. Connie competed as a working student throughout the Midwest and South with major wins at Upperville, Detroit, Kentucky, Blowing Rock and WEF, while catch riding for such professionals as Otis Brown, Sue Ashe, John Roper, Ronnie Mutch, Randy Mullins, and Don Stewart. For over twenty years, she trained for private families first in Massachusetts and then in Michigan, where she makes her home. With the children from those families now going on to have their own families, she has expanded her judging to include USEF Pony Finals, Royal Winter Fair in Toronto, Desert International Horse Park, Old Salem Horse Show, Caledon Equestrian Park in Ontario, WEF, GLEF, WEC Ocala and Ohio.

Most recently, she has contributed to civic governance as a member of the USEF Licensed Officials Committee and the chairperson of the USHJA Licensed Officials Education Committee. When not traveling to judge, Connie enjoys freelance training, consulting, and offering clinics.



Marla Amormino | Los Angeles, CA

Marla Amormino from Los Angeles has been a professional for over 25 years and is a USEF large “R” Judge in Hunter and Hunter/Jumping Seat Equitation as well as “r” in Jumpers.

Marla has trained with and ridden for Far West Farms, Karen Healy, Richard Spooner, Randy Durand, Jim Hagman, Makoto Farms, John French, Erin Duffy, Beverly Jovais, just to name a few.

Marla enjoys clinicing and freelance training when not on the road judging”

Lindsay Costigan - Lincoln, CA

Lindsay Costigan rode as a junior in Connecticut and then moved to California in the mid seventies to the Pacific Horse Center as assistant trainer for Lois “Twiggy” Langer for five years. Lindsay then bought a small ranch where she ran her own training business for 25+ years and worked with her husband running a portable stall company which she continues to do. In the 80’s Lindsay became a USEF large ‘R’ Judge and received her 40 year service pin this year.





*We wish all of the competitors the
Best of Luck at the Franktown
Meadows Hunter Derby and the show
management the best of shows.*

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A woman with long brown hair is sitting on a pile of large, dark grey rocks. She is wearing a long-sleeved, button-down shirt with a blue and white floral pattern on a light pink background, tan riding breeches, and tall black leather riding boots. She is looking directly at the camera with a slight smile. The background is a light-colored wooden fence.

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FRANKTOWN

from the beginning



MODERN SUN SAFE ACTIVEWEAR



Welcome to the 14th Annual Franktown Meadows Hunter Derby!

We at Forever14.org are so excited to be selected as this year's charity and will would like to thank the entire Team at Franktown Meadows, Water and Rails, and those of you supporting this family fun event for recognizing Forever14.org and our mission to advance conversation and human connection to prevent teen suicide in Washoe County and beyond.

Forever14.org was founded in 2019 after the shocking loss of her 14-year-old son to suicide Caleb was a great kid from a good family. He was a Student-Athlete and friend to anyone who met him. For reasons we will never know in a rare moment alone, Caleb took his own life leaving us all with unimaginable heartbreak and confusion.

Collectively we knew we needed to do something to make sure that no other family or community should ever feel this pain and no child should feel suicide is the only option. Out of this necessity Forever14.org was founded.

Forever 14.org produces core events annually that bring our community together. Our focus is on conversation and connection, it's our mission. The CDC states that community engagement and connection are proven effective in suicide prevention. These fun events are helping to destigmatize mental health and to help families engage in the tough topic of suicide.

When Caleb died, we had no idea that suicide was the #1 cause of death for kids aged 12-19 in Washoe County and the State of Nevada and that teen site suicide is #2 cause of death in the Country. We need to do better by encouraging our kids to become community minded. Helping others promotes empathy and compassion and leads to a happier and healthier life.

On the 14th of every month, we ask families to Tech Out and Check In with five people and have adopted the #ask5 Campaign of Hope Means Nevada. That human connection might be a lifeline for someone silently in need.

With the help of grants and private donations we continue to grow our audience, expand our reach, and connect our community. We are working side-by-side with National, State, and Local agencies to end this silent epidemic. Our goal is for Washoe County teens to be suicide free. 2024 is the 14th Year of the Franktown Meadows Hunter Derby and as Caleb is remembered as being forever 14 we believe with our broken heart we can bring our community together and save the kids.

Sincerely and with gratitude,

Kerri Countess & Storm Stenvold

2682 Pride Drive, Spanish Springs, NV 89436 | Forever14.org

2024 ARTWORK BY

SLONE

Age :13

Thousand Oaks, California

Sloane's love of horses shines through in her artwork. Her deep understanding and affinity with the different personalities that equines possess and her knowledge of their inherent strengths guides her brush strokes.

An equestrian at heart she has ridden since the age of 4 and week long horse camps soon followed. Over the last 2 years she has been riding at Mark Watring Stables in Hidden Valley.



Sloane has been creating art from the moment she could hold a brush and at the young age of 5 began taking weekly art lessons. Her interest in following her passion for painting and drawing has never wavered.

Under the tutelage of the same art teacher for 8 years her skills continue to grow. Sloane's favorite thing to paint or draw is animals. She is enamored with their individuality and character, each so unique in their own way.

Sloane is currently a 7th grade student with an additional passion in Science.



EVENT SCHEDULE

THURSDAY, JUNE 20

Sand Ring * 9:00 am

Ticketed Warm-Up

Grass Ring * 9:00 am

Ticketed Warm-Up

FRIDAY, JUNE 21

Sand Ring * Start promptly at 8:00 am

- 5 Walk-Trot Poles Under Saddle
- 1 Walk-Trot Poles
- 2 Walk-Trot Poles
- 47 Crossrail Warm-Up
- 6 Crossrail Hunters
- 7 Crossrail Hunters
- 10 Crossrail Hunter Under Saddle
- 48 2' Warm-Up
- 11 Pony Hunters
- 12 Pony Hunters
- 17 2' Professional Hunters
- 18 2' Professional Hunters
- 14 2' Jr/Am Hunters
- 15 2' Jr/Am Hunters
- 13 Pony Hunter Under Saddle
- 19 2' Professional Hunter Under Saddle
- 16 2' Jr/Am Hunter Under Saddle
- 50 2'3" – 2'6" Warm-Up
- 23 2'3" – 2'6" Professional Hunters
- 24 2'3" – 2'6" Professional Hunters
- 20 2'3" – 2'6" Jr/Am Hunters
- 21 2'3" – 2'6" Jr/Am Hunters
- 25 2'3" – 2'6" Professional Hunter Under Saddle
- 22 2'3" – 2'6" Jr/Am Hunter Under Saddle

Grass Ring * Start promptly at 9:00 am

- 52 2'9" - 3' Warm Up
- 29 2'9" - 3' Professional Hunters
- 30 2'9" - 3' Professional Hunters
- 26 2'9" - 3' Jr/Am Hunters
- 27 2'9" - 3' Jr/Am Hunters
- 31 2'9" - 3' Professional Hunter Under Saddle
- 28 2'9" - 3' Jr/Am Hunter Under Saddle
- 53 3'3" – 3'6" Warm Up
- 35 3'3" – 3'6" Professional Hunters
- 36 3'3" – 3'6" Professional Hunters
- 32 3'3" – 3'6" Jr/Am Hunters
- 33 3'3" – 3'6" Jr/Am Hunters
- 37 3'3" – 3'6" Professional Hunter Under Saddle
- 34 3'3" – 3'6" Jr/Am Hunter Under Saddle

SATURDAY, JUNE 22

Sand Ring * Start promptly at 8:00 am

- 45 Leadline Walk-Trot
- 46 Leadline Walk-Trot Poles
- 3 Walk-Trot Poles
- 4 Walk-Trot Poles
- 8 Crossrail Hunters
- 9 Crossrail Hunters
- 49 2' Warm Up
- 38 Pony Hunter Derby
- 39 2' Hunter Derby
- 51 2'3" – 2'6" Warm Up
- 40 2'6" Hunter Derby

Grass Ring * Start promptly at 9:00 am

- 41 \$1,000 Welcome Stake
- 42 \$5,000 JR/AM Hunt & Go Derby
- 43 \$10,000 Franktown Meadows
3'-3'6" Hunter Derby

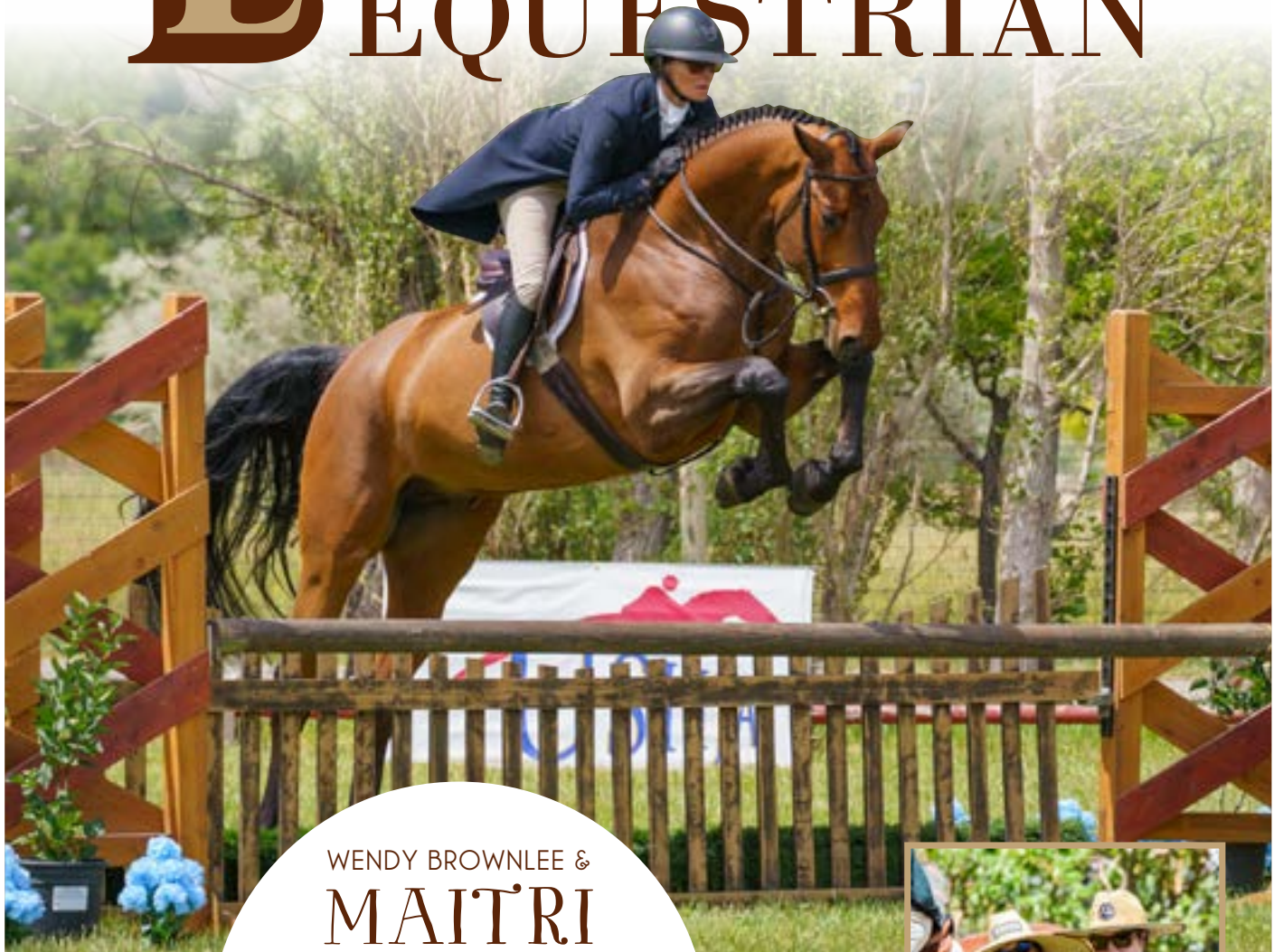
SUNDAY, JUNE 23

Sand Ring * No events will be held

Grass Ring * Start promptly at 1:00 pm

- 44 \$50,000 USHJA International Hunter Derby

B BROWNLEE EQUESTRIAN



WENDY BROWNLEE &
MAITRI
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Wishing everyone
a safe and
successful weekend!
~ The Brownlee's



WENDY & JOSH BROWNLEE

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MAITRI PHOTO • JOSH BROWNLEE, AD DESIGN APPLEHEAD DESIGN

SPECTATORS GUIDE

A Hunter should display the manners and qualities best suited for a ride to hounds. The horse should be attractive with correct and proportional confirmation and should be well turned out. A show Hunter should be completely clean, and his coat shiny. His mane should be braided with many small and evenly spaced braids, and his tail braided and well combed out. It is important for the tack (saddle and bridle) to be clean and well fitted, and any metal such as bits or stirrups should be well polished. A horse's movement is an important part of the presentation. he should move freely with little action or bending of the knees (less action conserves energy for long days in the hunt field). The horse should be light and graceful across the ground. A relaxed horse with a long, low neck and good expression, ears forward and alert, is the most desirable. The most important

consideration when judging Hunters is jumping style. The horse should jump with his front legs folded high and evenly. his head and neck should stretch out and down to ensure a well-balanced jump. it is important that the horse jumps the jumps straight, and in the center. His expression should say that he enjoys his job (ears forward) and his jumping should appear effortless.

The Hunter Course and Jumps

The Hunter course is designed to Simulate actual field hunting conditions. A typical Hunter course is comprised of approximately eight jumps. The jumps consist of natural-colored rails, gates, brush, and walls. The course includes verticals and oxers. The course may include an "in-and-out" combination - two jumps placed to allow only one or two strides between the jumps, which simulates jumping out of a field, crossing a road, and jumping into another field - a situation that frequently happens on a real fox hunt.

Judging A Hunter 'Round'

Judging a Hunter begins the moment the horse and rider enter the ring and continues until they leave. This is his 'round'. During a rider's opening circle, the judges get their first look at the horse. Here is where careful turn out of horse and rider are key. The most important parts of the round are the consistent jumping efforts. The horse should clear each jump easily, with style, and in good form. The pace, from beginning to end, should remain about the same with any sudden changes penalized. The horse is expected to stay in the center of each jump and to move easily through corners. The horse with the smoothest round and best jumping effort should end up the winner.

Major Faults

- Knees pointing down when jumping
- Running away or out of control
- Sudden or severe pace change
- Hanging a leg when jumping
- Cross canter or wrong lead
- Bucking or kicking
- Rail down or refusal

Minor faults

- Mouth open; head high
- Slight rubs on the jumps
- Not in the center of the jump
- Pace changes or uneven pace
- Uneven front legs, twisting body
- Unhappy expression - ears back, tail swishing

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At the Sierra Nevada Hounds Hunt Club, with black Melton and Scarlet coats traditional to foxhunting, we strive to maintain the traditions of riding to hounds in the new West. We welcome all disciplines. Western, English, Endurance and all ages from 5 years on a lead line to Senior riders. We have multiple locations for hunting and we will be hosting exciting events throughout the year, including opening and closing weekends, a formal Hunt Ball, summer hunter paces, and an annual Hunter Trials Horse Show.

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Jerry Dugan MFH 775.848.9255
Raina Robrahn MFH 415.519.4042
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PRIZE MONEY AND AWARDS

PRIZE MONEY

\$1,000 Welcome Stake

Paid to 8th: 1st - 25%, 2nd - 20%, 3rd - 15%, 4th - 10%, 5th - 10%, 6th - 10%, 7th - 5%, 8th - 5%

\$5,000 JR/AM Hunt & Go Derby

Paid to 12th: 1st - 30%, 2nd - 22%, 3rd - 13%, 4th - 8%, 5th - 6%, 6th - 5%, 7th - 4%, 8th - 3%, 9th - 3%, 10th - 2%, 11th - 2%, 12th - 2%

\$10,000 Franktown Meadows 3'-3'6 Hunter Derby

Paid to 12th: 1st - 30%, 2nd - 22%, 3rd - 13%, 4th - 8%, 5th - 6%, 6th - 5%, 7th - 4%, 8th - 3%, 9th - 3%, 10th - 2%, 11th - 2%, 12th - 2%

\$50,000 USHJA International Hunter Derby

Paid to 12th: 1st - 30%, 2nd - 22%, 3rd - 13%, 4th - 8%, 5th - 6%, 6th - 5%, 7th - 4%, 8th - 3%, 9th - 3%, 10th - 2%, 11th - 2%, 12th - 2%

AWARDS

Hunter Divisions

Champion and Reserve to be awarded in accordance with HU150.

Pony Hunter Derby

All riders in the top twelve (12) overall (or their designated representative if not available) must ride for ribbons.

2' Hunter Derby

All riders in the top twelve (12) overall (or their designated representative if not available) must ride for ribbons.

2'6" Hunter Derby

All riders in the top twelve (12) overall (or their designated representative if not available) must ride for ribbons.

\$1,000 Welcome Stake

All riders in the top eight (8) overall (or their designated representative if not available) must ride for ribbons.

\$5,000 JR/AM Hunt & Go Derby

All riders in the top twelve (12) overall (or their designated representative if not available) must ride for ribbons.

\$10,000 Franktown Meadows 3'-3'6 Hunter Derby

All riders in the top twelve (12) overall (or their designated representative if not available) must ride for ribbons.

\$50,000 USHJA International Hunter Derby

USHJA will provide ribbons for the First Round, Second Round and the Overall standings. All riders in the top twelve (12) overall (or their designated representative if they are not available) must ride for ribbons in order to receive prize money.

\$2,500 JR/AM Friendship High Score Award

\$1,250 will be awarded to highest scoring junior and amateur rider participating in the \$50,000 USHJA International Hunter Derby.

CLASSES

Leadline Walk-Trot Poles

Riders may not enter any other division at the same show.

Class Numbers: 45, 46

Walk-Trot Poles

Riders may not enter any other division at the same show.

Class Numbers: 1, 2, 3, 4, 5

Crossrail Warm-Up

Full course.

Class Number: 47

Crossrail Hunters

Full course. Riders may not show higher than 2' at the same show.

Class Numbers: 6, 7, 8, 9, 10

2' Warm-Up

Class Number: 48, 49

Pony Hunters

Small/Medium Ponies: 2'. Large Ponies: 2'6". If there are more than three (3) entries in either height section, the two sections will be split.

Class Numbers: 11, 12, 13

2' Jr/Am Hunters

Class Numbers: 14, 15, 16

2' Professional Hunters

Class Numbers: 17, 18, 19

2'3" – 2'6" Warm-Up

Class Number: 50, 51

2'3" – 2'6" Jr/Am Hunters

Class Numbers: 20, 21, 22

2'3" – 2'6" Professional Hunters

Class Numbers: 23, 24, 25

2'9" – 3' Warm-Up

Class Number: 52

2'9" – 3' Jr/Am Hunters

Class Numbers: 26, 27, 28

2'9" – 3' Professional Hunters

Class Numbers: 29, 30, 31

3'3" – 3'6" Warm-Up

Class Number: 53

3'3" – 3'6" Jr/Am Hunters

Class Numbers: 32, 33, 34

3'3" – 3'6" Professional Hunters

Class Numbers: 35, 36, 37

DERBY CLASSES

PONY HUNTER DERBY

FENCES

Small/Medium Ponies: 2' with spreads not to exceed height of fence. Large Ponies: 2'6" with spreads not to exceed height of fence.

RIBBONS & AWARDS

Ribbons 1-12 for Overall.

All riders in the top 12 (or their designated representative if not available) must ride for ribbons.

CONDITIONS & SPECIFICATIONS

- Open to junior riders on ponies.
- Formal/dress attire requested but not required.
- All entries are permitted to return for the second round.

The judge will provide one score and the scores from each round will be added together to obtain the overall total for each pony. The overall score will determine the final overall standings for the class.

The Classic Hunter Style Round shall be judged and numerically scored on quality, movement, jumping style, manners, and way of going. Pace and brilliance are to be rewarded.

The Handy Hunter Round shall be judged and numerically scored on quality, movement, jumping style, manners, and way of going. Pace and brilliance are to be rewarded. Handiness is considered in the judge's base score.

The judge may not award the same base score to any two competitors in any one round unless the competitor's score is below the cut-off score.

2' HUNTER DERBY

FENCES

2'

RIBBONS & AWARDS

Ribbons 1-12 for Overall.

All riders in the top 12 (or their designated representative if not available) must ride for ribbons.

CONDITIONS & SPECIFICATIONS

- Open to junior and amateur riders. The rider may not compete in other classes at the same horse show that are above 3'.
- Formal/dress attire requested but not required.
- All entries are permitted to return for the second round.

The judge will provide one score and the scores from each round will be added together to obtain the overall total for each horse or pony. The overall score will determine the final overall standings for the class.

The Classic Hunter Style Round shall be judged and numerically scored on quality, movement, jumping style, manners, and way of going. Pace and brilliance are to be rewarded.

The Handy Hunter Round shall be judged and numerically scored on quality, movement, jumping style, manners, and way of going. Pace and brilliance are to be rewarded. Handiness is considered in the judge's base score.

The judge may not award the same base score to any two competitors in any one round unless the competitor's score is below the cut-off score.

DERBY CLASSES

2'6" HUNTER DERBY

FENCES

2'6"

RIBBONS & AWARDS

Ribbons 1-12 for Overall.

All riders in the top 12 (or their designated representative if not available) must ride for ribbons.

CONDITIONS & SPECIFICATIONS

- Open to junior, amateur, and professional riders.
- Formal/dress attire requested but not required.
- All entries are permitted to return for the second round.

The judge will provide one score and the scores from each round will be added together to obtain the overall total for each horse or pony. The overall score will determine the final overall standings for the class.

The Classic Hunter Style Round shall be judged and numerically scored on quality, movement, jumping style, manners, and way of going. Pace and brilliance are to be rewarded.

The Handy Hunter Round shall be judged and numerically scored on quality, movement, jumping style, manners, and way of going. Pace and brilliance are to be rewarded. Handiness is considered in the judge's base score.

The judge may not award the same base score to any two competitors in any one round unless the competitor's score is below the cut-off score.

\$1,000 Welcome Stake

FENCES

Fences 3', with two (2) option fences 3'3"

PRIZE MONEY

Will be distributed as follows: 1st - 25%, 2nd - 20%, 3rd - 15%, 4th - 10%, 5th - 10%, 6th - 10%, 7th - 5%, 8th - 5%

RIBBONS & AWARDS

Ribbons 1-8 for Overall

CONDITIONS & SPECIFICATIONS

- Open to all eligible horses.
- The order of go will be drawn.
- Horses entered in the class will not jog for soundness.
- Formal/dress attire is not required.

The class will consist of one round. Minimum of ten fences set at 3'0" to 3'3" in height. The course shall be a hunter class type course and include the following:

1. At least one in and out.
2. At least one bending line.
3. At least one line with an unrelated distance.
4. At least one long approach to a single fence.

The course may also include any of the following handy options:

1. Tight turn options.
2. Clever options for jump approaches.
3. Pen type obstacles.
4. Hand gallop a jump.
5. Trot a lowered obstacle not to exceed 3'0" in height.

DERBY CLASSES

\$5,000 JR/AM Hunt & Go Derby

FENCES

Fences 3', with four (4) option fences 3'3"

PRIZE MONEY

Will be distributed as follows: 1st - 30%, 2nd - 22%, 3rd - 13%, 4th - 8%, 5th - 6%, 6th - 5%, 7th - 4%, 8th - 3%, 9th - 3%, 10th - 2%, 11th - 2%, 12th - 2%

RIBBONS & AWARDS

Ribbons 1-12 for Overall

CONDITIONS & SPECIFICATIONS

- Restricted to junior and amateur riders.
- The order of go will be drawn.
- Horses entered in the class will not jog for soundness.
- Formal/dress attire is not required.

To be judged under the Open Numerical scoring system by two panels of judges. One Panel will be designated the tie-breaking panel for Round 1; this panel will also be the tie-breaking panel for the jump-off, if any. The other Panel will be the tie-breaking panel for Round 2. To be scored on quality, movement, jumping style, manners and way of going. Pace and brilliance are to be rewarded. Jumping decorations to utilize a shorter track is not permissible in any round.

The Hunt and Go format will consist of two phases, one Classic Hunter and one Handy Hunter. The phases will be jumped consecutively. All participants will complete both the Classic and the Handy portions even if penalties (rails, refusals, etc.) are incurred. Major penalties (falls, 3 refusals, off course, etc.) will result in elimination.

Standard Hunt & Go Format

A. The Classic Hunter Round, consisting of 7-8 fences with 2 high options, shall be judged on quality, movement, jumping style, manners and way of going.

B. After the completion of the classic round horses will pick up their pace and pass through a set of markers to begin their handy portion of the class. The Handy Hunter Round, consisting of 5-8 fences with 2 high options, shall be judged on quality, movement, jumping style, manners and way of going. Pace, brilliance, and a shorter track are to be rewarded. A horse/rider may not jump decorations or other obstacles in order to create a shorter track.

C. Two scores will be given by each judging panel, with one score for the Classic Round and one score for the Handy Round. Bonus points of one point per high option jump will be added to each judging panel's score. The scores from each panel will be added together to determine the total score and placement. Prior to the start of the class one judging panel must be designated as the tie breaker.

D. A judging assistant must be present during all phases of the competition. The duties of the judging assistant include notifying the Judges if a rail comes down and when a horse jumps the higher height option fences. The judging assistant is not required to be a licensed official and is not responsible for the scoring of the judging panels. A competition staff member may fill this role.

E. The Option Bonus Score of one additional point for each higher height option fence jumped must be awarded even if there is a refusal, rail down or loss of good jumping style at that higher height option fence, providing that the horse- and-rider combination does jump the higher height option fence.

F. It is recommended for all formats (including Hunt and Go) that Panel 1 breaks the ties for the Classic round/phase, Panel 2 breaks the tie for the Handy round/phase and Panel 1 breaks ties in the overall.

DERBY CLASSES

\$10,000 Franktown Meadows 3' – 3'6" Hunter Derby

FENCES

Two sections — 3', with four (4) option fences 3'5" and 3'6", with four (4) option fences 3'9"— will be offered within the same class.

PRIZE MONEY

Will be distributed as follows: 1st - 30%, 2nd - 22%, 3rd - 13%, 4th - 8%, 5th - 6%, 6th - 5%, 7th - 4%, 8th - 3%, 9th - 3%, 10th - 2%, 11th - 2%, 12th - 2%

RIBBONS & AWARDS

Ribbons 1-12 for First Round, Second Round, and Overall.

CONDITIONS & SPECIFICATIONS

- Open to all eligible horses.
- The order of go will be drawn for the First Round. The Order for the Second Round will be reverse order of scores from Round 1. Should a jump-off occur, horses will return in the same order in which they competed in the second round.
- Horses entered in the class will not jog for soundness.
- Formal/dress attire required.

JUDGING SYSTEM

Each class may have the option of having either one (1) or two (2) panels of judges. Each panel will consist of two (2) judges sitting together. One (1) judge on each panel must be a "R" judge, the other judge on each panel may be either a "R" or "r" judge. Each panel will provide one (1) score for each round. See "E" for calculating the Overall Score.

A. No panel may award the same base score to any two (2) competitors in any one round unless a competitor's score is below the cut-off score. A numerical score must be given and may be a duplicate score if it is under the cut-off.

B. The first round shall be judged on performance, hunter pace, jumping style, quality and substance, and movement. After the judges' base score is given, one (1) point will be added for each high option fence jumped. The Option Bonus Score of one additional point must be awarded even if there is a refusal, rail down or loss of good jumping style at that higher height option fence, providing that the horse-and-rider combination does jump the higher height option fence. (Maximum of four points.)

C. The second round shall be judged on performance, hunter pace, jumping style, quality and substance, movement, handiness and brilliance of pace. Handiness is defined as ground saving movement without adversely affecting performance or style. Brilliance of pace is defined as a faster pace than ordinary, without sacrificing performance or style. Handiness is taken into account in the judges' base score. After the judges' base score is given, one (1) point will be added for each high option fence jumped. The Option Bonus Score of one additional point must be awarded even if there is a refusal, rail down or loss of good jumping style at that higher height option fence, providing that the horse-and-rider combination does jump the higher height option fence. (Maximum of four points.)


D. Overall Score - The final score from each round (3'0" with 3'5" options or 3'6" with 3'9" options) will be added to obtain the overall total for each horse.



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DERBY CLASSES

\$50,000 USHJA International Hunter Derby

USEF # 328075 6/23/2024 50K International Hunter Derby | PCHA 'A' Rated

FENCES

25% of the Classic and Handy course set at 3'6". The remainder of each course must be set higher. Both Classic and Handy rounds must consist of four (4) higher height option fences set at 4' – 4'6".

PRIZE MONEY

Will be distributed as follows: 1st - 30%, 2nd - 22%, 3rd - 13%, 4th - 8%, 5th - 6%, 6th - 5%, 7th - 4%, 8th - 3%, 9th - 3%, 10th - 2%, 11th - 2%, 12th - 2%

RIBBONS & AWARDS

Ribbons 1-12 for First Round, Second Round, and Overall.

CONDITIONS & SPECIFICATIONS

- Open to Junior, Amateur, and Professional Riders.

NOTICE

Hand walking is not permitted during the course walk.

Membership and Participation Requirements

A. Riders, Owners and Trainers must be current Active members of USEF and USHJA before the start of the class.

B. Horses must be recorded with the Federation and registered with USHJA.

C. Exception: Foreign residents and horses in good standing with their National Federation are eligible to compete in this class. However the points and/or money won will not count for any USEF or USHJA standings or awards unless they are also members of USEF and USHJA, and the horse is recorded with USEF and registered with USHJA.

D. The same horse may not compete in the USHJA International Hunter Derby and the National Hunter Derby at the same competition.

E. Horses entered in this class are not required to show in any other hunter or jumper classes at the horse show.

F. Riders are limited to competing no more than four (4) horses in each class, however, a competition may choose to further limit the number of horses a rider can compete to three (3) horses, as long as the competition notifies the USHJA 60 days in advance of the date of the class and such limitation is printed in the prize list.

G. Attire: Refer to HU107 in the USEF Rule Book for current specifications.

H. In accordance with HU174.14 the same horse-and-rider combination must compete in both rounds of the International Hunter Derby.

Bonus Points and Awards

A. In order for International Hunter Derby National HOTY bonus points/money to be awarded, riders must complete the USHJA Exhibitor Declaration Form which must be submitted to the show office by the end of the competition.

B. National HOTY bonus points/money are awarded to each horse's respective section as declared at the time of entry. Riders may only declare one hunter section (not including Green Conformation Hunter 3'6" and the High Performance Conformation Hunter, per HU167.3) for National HOTY points/money. Only Juniors or Amateurs may declare for the applicable Junior or Amateur Owner section. Horses declared in open sections will be awarded both bonus points and the value of their money won for their declared hunter section, toward the appropriate

HOTY standings. (See HU167.3 for bonus point structure.)

C. The point structure will be as follows:

	Round #1	Round #2	Overall/Top 12
1st	50	50	200
2nd	40	40	160
3rd	35	35	140
4th	30	30	120
5th	25	25	100
6th	20	20	80
7th	15	15	60
8th	10	10	40
9th	7	7	28
10th	5	5	20
11th	3	3	12
12th	2	2	8

USHJA INTERNATIONAL HUNTER DERBY SPECIFICATIONS

D. For USHJA Awards purposes, a computer ranking system tracks the money won for both the horse and rider, both nationally and regionally.

Enrollment Policy-International Hunter Derby Program

A. Horses must be enrolled to participate in a USHJA International Hunter Derby. Exception: horses may show in a maximum of one class in the series year without enrollment. Only enrolled horses are eligible for Regional Awards, to be included on the USHJA IHD Money Won list and to compete in any Derby Championship.

1. Upon enrollment in the Derby Program, horses' earnings, from date of enrollment forward through November 30, 2024, will be included on the USHJA International Hunter Derby Money Won list and count toward Regional Awards. Horses must be enrolled in the program before competing in a Derby, if they wish the money won in that Derby to count toward standings, regardless of the start date of the competition.

2. Money (and points) won by horses not enrolled in the Derby Program will not be included on the USHJA International Hunter Derby Money Won list or Regional Award Standings.

3. Year End Regional Award Standings –

a. Owners must declare their horse's region upon enrollment of the horse and the region may not be changed during the Derby Series year.

b. Owners may choose one region in which to declare their horse(s); the region declared does not have to be the owner's home region.

B. Annual Enrollment Fee: \$450 and enrollment begins on December 1 of current year.

1. Horses may only be enrolled online and it is the exhibitor's responsibility to enroll a horse in a timely manner in order to be eligible to receive credit for money won. There will be no exceptions allowed regarding enrollment dates for program eligibility.

Soundness

A. Traditional Format – Horses are required to trot a circle on a loose rein at the end of the Classic Round. Horses may be asked to return to the ring and trot another circle at the judge's discretion. Judges have the authority to disqualify a horse if deemed unsound. If the class is held over two days, horses are required to trot a circle on a loose rein at the end of both Classic and Handy Rounds.

B. Hunt and Go Format – horses must trot for soundness at the conclusion of the Handy Round phase.

Stabling/Schooling

A. All horses competing in the Derby class must be on the competition grounds a minimum of 24 hours prior to the start of the first round of the class.

B. All horses will be monitored and must remain on the competition grounds until the horse is finished competing in the Derby class. Any horse that leaves the competition ground prior to completing its participation in the Derby class is disqualified.

Order of Go

A. In the case of multiple horses being ridden by the same rider, every effort will be made so that there will be a minimum of eight horses (if available) separating multiple rides. All horses must be ridden in the sequence that appears on the jumping order in the first round of the competition. In the second round horses will return in reverse order of their first round scores (lowest to highest). When multiple rides occur, competition management will determine a fair separation between horses for the order of go. Should a jump-off occur, horses will return in the same posted order in which they competed in the second round.

B. The draw may be performed by hand or competition management may host a computer draw.

Judging System

A. For Derbies with \$50,000 or more in prize money, a minimum of four (4) judges are required. Judges will be seated separately in two panels consisting of two judges per panel. At least one judge in each panel must be an R-licensed judge, two r-licensed judges may never sit together.

B. For Derbies with \$49,999 or less in prize money, a minimum of two (2) R-licensed judges are required. Judges will be seated separately, giving an individual score for both phases. The scores from each judge will be added together for the total score.

C. Exception: Heritage competitions must have two panels of two judges each seated separately.

D. No guest cards will be granted for this competition.

E. A judging assistant must be present during all phases of the competition. The duties of the judging assistant include notifying the Judges if a rail comes down and when a horse jumps the higher height option fences. The judging assistant is not required to be a licensed official and is not responsible for the scoring of the judging panels. A competition staff member may fill this role.

F. Submitting Results – for both Traditional and Hunt and Go formats, competitions must submit results from the Classic Hunter Round, the Handy Hunter Round, and the Overall.

G. Traditional Format – consists of two phases, one Classic Hunter Round and one Handy Hunter Round jumped separately. All participants will complete the Classic Round. Only the top 12, including ties, from the Classic will compete in the Handy Round.

1. The Classic Hunter Style Round shall be judged and numerically scored on quality, movement, jumping style, manners and way of going. Pace and brilliance are to be rewarded. In addition to this base score, each judging panel must award an Option Bonus Score consisting of one additional point for every higher height option fence jumped. These two scores must be announced separately and then added together to determine each horse-and-rider combination's score for this round from each judging

USHJA INTERNATIONAL HUNTER DERBY SPECIFICATIONS

panel. The scores of all the judging panels will be added together to determine the total score of each horse-and-rider combination for this round.

2. The Handy Hunter Round shall be judged on jumping style and efficiency while maintaining style and form, way of going, and overall flow. Pace, brilliance, and handiness are to be rewarded. A horse/rider may not jump decorations or other obstacles in order to create a shorter track. In addition to this base score each judging panel must award an Option Bonus Score consisting of one additional bonus point for every higher height option fence jumped. These two scores must be announced separately and then added together to determine each horse-and-rider combination for this round from each judging panel. The scores of all the judging panels will be added together to determine the total score of each horse- and-rider combination for this round.

3. The Jump-Off Round, if required, shall be judged and numerically scored on quality, movement, jumping style, manners and way of going. Pace and brilliance are to be rewarded. A horse/rider may not jump decorations or other obstacles in order to create a shorter track. In addition to this base score, each judging panel must award an Option Bonus Score consisting of one additional point for every higher height option fence jumped. These scores must be announced separately and then added together to determine each horse-and-rider combination's score for this round from each judging panel. The scores of all the judging panels will be added together to determine the total score of each horse- and-rider combination for this round.

4. The total scores of each horse-and-rider combination from each round will be added together to determine their final overall Hunter Derby score. This score will determine the final overall standings for the class. If any of the top 12 entries from the Classic Round elect not to return, then they will receive a score of 0 for the Handy Round.

5. The Option Bonus Score of one additional point for each higher height option fence jumped must be awarded even if there is a refusal, rail down or loss of good jumping style at that higher height option fence, providing that the horse-and-rider combination does jump the higher height option fence.

Tie Breaking Procedures

A. Ties in the first round will remain tied. The top 12 horses after the first round, including ties, will return for the second round.

B. All ties for overall first place may compete in a Jump Off Round at the discretion of the owners and riders. If a tie occurs after the Jump Off Round, OR if both exhibitors agree NOT to jump off, the exhibitors will be named co-winners, will evenly split the prize money. Tied entrants must determine the distribution of awards amongst themselves. If one of the tied exhibitors declines to jump off, that exhibitor must sign a forfeiture agreement which will be provided to them at the time of the jump off.

C. Ties for other than first place in the overall standings will remain tied.

Prize Money and Entry Fee

Prize money must be paid to a minimum of 12 places as follows:

1st -	30%
2nd -	22%
3rd -	13%
4th -	8%
5th -	6%
6th -	5%
7th -	4%
8th -	3%
9th -	3%
10th -	2%
11th -	2%
12th -	2%

B. If there are fewer than twelve (12) entries in the class, prize money must be paid according to the breakdown in Section IX.A, through the last placing entry. Any remaining prize money not awarded due to fewer than twelve (12) entries may be split and awarded equally to all entrants that place in the class.

C. A minimum of \$10,000 prize money must be offered per class.

D. When the Optional Rider Ranking Tiered System is used, Tier II must have added money in addition to the base \$10,000 prize money required. See section IX. for more information.

E. A competition may choose to offer add-back prize money in addition to the prize money offered, however, the minimum required prize money must be guaranteed. If add-back prize money will be offered, it must be stated in the prize list.

F. Competitions wishing to offer additional prize money above the minimum required (including any add-back money if applicable) and pay additional placings must print the information in the prize list and notify the USHJA of the final prize money distribution. If a change in prize money and placings occurs after the prize list is printed, the competition must follow all USEF rules regarding changes to the prize list (See GR904). The prize money awarded to each placing below 12th place must not exceed the amount awarded to 12th place.

G. The entry fee cannot exceed 10% of the prize money offered and must include the \$50 per horse fee along with the entry fee and post as one fee.

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Janice M. MacLean

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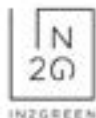
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CALLING OF THE HOUNDS



Sierra Nevada Hounds

The Sierra Nevada Hounds Hunt Club is located in Reno, Nevada and they hunt on tens of thousands of BLM public lands. The hunt members are a lively cross-section of age groups and experience, from lifetime hunters and veteran riders to proud parents leading their youngsters on ponies.

At the Sierra Nevada Hounds Hunt Club, they strive to maintain the traditions of riding to hounds. Riders sport scarlet and black coats that you see in the old hunt prints. When hunting they are led by the noses of 14 or more couple of Walker and American Foxhounds, all reside in the hunt kennels.

The hounds are hunted by honorary Huntsman Raina Robrahn and assisted by several Whippers-In. They have multiple fixtures for hunting and hosting exciting events throughout the year, including opening and closing weekends, a formal Hunt Ball, summer hunter paces, and an annual Hunter Trials Horse Show.

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First Place

Scrim – Valencia saddlery

Bit Box – The Modern Horse

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Second Place

Riata Gift Certificate

2' HUNTER DERBY

First Place

Scrim – Valencia Saddlery

Bit Box – The Modern Horse

Fleeceworks Gift Certificate

Second Place

Riata Gift Certificate

2'6" HUNTER DERBY

First Place

Scrim – Valencia Saddlery

Bit Box – The Modern Horse

Fleeceworks Gift Certificate

Second Place

Riata Gift Certificate

\$1,000 WELCOME STAKE

First Place

Bit Box – The Modern Horse

AWARDS & PRIZES

\$5,000 JR/AM HUNT & GO DERBY

First Place

Wool Dress Cooler – Valencia Saddlery

Antares Voucher - Antares

Bit Box – The Modern Horse

Second Place

Halter with Silver Halter Plate – Michael & Son's and Sierra Feed & Saddlery

\$10,000 FRANKTOWN MEADOWS HUNTER DERBY

First Place

Dress Cooler – Valencia Saddlery

Cruiser Bike – MacLean Financial Group

Antares Voucher - Antares

Bit Box – The Modern Horse

Second Place

Halter with Silver Halter Plate – Michael & Son's and Sierra Feed & Saddlery

Third Place

Riata Gift Certificate

Handy Round

Eco Luxury Throw – In2Green

\$50,000 USHJA INTERNATIONAL HUNTER DERBY

First Place

Dress Cooler – Valencia Saddlery

Cruiser Bike – MacLean Financial Group

Antares Voucher - Antares

Bit Box – The Modern Horse

Second Place

Halter with Silver Halter Plate – Michael & Son's and Sierra Feed & Saddlery

Third Place

Riata Gift Certificate

First through Twelfth Place

Kastel Sun Shirt - Kastel Denmark

Handy Hunter Round

Eco Luxury Throw – In2Green

JUNIOR / AMATEUR FRIENDSHIP HIGH SCORE AWARD

Junior

\$1250

Bit Box – The Modern Horse

Amateur

\$1250

Bit Box – The Modern Horse

GROOM AWARD

\$200 – MacLean Financial Group



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