July 25th

2026 PRIZELIST



WIND VINEYARDS Edition

DERBY @The Vineyard

JUDGE

DeDe Bache-Shumate

www.DerbyattheVineyardLLC.com

A Winemaker's Tale: Derby @ the Vineyard Vintage's Journey

At Derby @ the Vineyard, every rider is a vintage in progress—crafted with care, aged with experience, and poured proudly into the show ring. Just as a winemaker guides grapes from vine to bottle, our show levels follow a deliciously familiar journey. So swirl, sip, and enjoy this story of how great riders (and great wines!) come to life...

Harvesting & Selection

Every great wine begins with the harvest—bright young grapes chosen with love and promise. Our beginner riders are just the same: freshly picked, sweet with excitement, and full of potential. Their balance is budding, their confidence is ripening, and every step is the start of a beautiful vintage.

Destemming & Crushing

Next comes the moment when grapes drop their stems and begin their transformation. Riders at this stage start to let go too—no more mom on the lead rope, fewer nerves, and a whole lot more independence. Yes, a few things may get "crushed" along the way (steering, diagonals, hopes of a clean halt...), but that's how all the good stuff begins to flow!

Fermentation

Here's where the magic happens. Just as sugars bubble into richness, riders at this level mix rhythm, contact, and new discoveries until real riding ability begins to ferment.

- Maceration: Our blossoming jumpers, soaking in color and courage from each new experience.
- Pressing: Riders learning to filter out the sticky habits and keep only the good juice—balance, softness, and better timing.

Every ride brings more depth, more flavor, and that unmistakable spark of growth.

Clarification & Maturation

The young wine begins to clear, gaining shine and polish. Riders refine their communication with the horse, develop a mature seat, and settle into their own unique style. Confidence smooths out, technique becomes elegant, and the once-green rider now shows layers of complexity.

- Malolactic Fermentation: That magical stage when transitions get buttery, lines get softer, and the rider evolves from "developing" to "delightfully well-rounded."

Bottling

At last, the wine is ready for its debut—and so is the rider. Finished, refined, and beautifully crafted, these competitors enter the ring with a polished label and a vintage worth celebrating. They may continue to age gracefully with every show, but make no mistake: this is their moment to shine.

And so...

From grape to glass, from Leadline to 3 Foot, every step of a rider's journey at Derby @ the Vineyard is part of a thoughtful, artful process. Whether just harvested or newly bottled, each rider brings something special to our vineyard derby fields.

DERBY @ the Vineyard

Here's to growth, grit, and great riding!

Cheers to an unforgettable 2026 season at Derby @ the Vineyard!

Derby @ the Vineyard Policies:

The following Policies are for 2026 Derby @ the Vineyard LLC's Events

Rain Date for Wind Vineyard is SUNDAY, July 26th

1. This is a non-refundable, transferable TICKETED Spectator Event. Riders will all receive up to 4 General Admission tickets with their entry packet. This varies by venue, and is controlled by the host venue, be sure to review individual event specifications. Rider General Admission Tickets are ONLY transferable to the rain date of the specific event entered.
2. By entering the Derby @ the Vineyard Event and submitting your payment you are saying you are aware of the rain dates and are aware that your entry will be transferred to this date if necessary. Refunds will only be given with a vet/doctor's note.
3. Pre- Entry fees are: Schooling Course - $25, Hunt & Go Derby - $50, Formal Derby - $75, Leadline Derby - $25, Flat Classes - $25, Jumper Derby - $60, Hunt Teams - $20 per rider.
4. Office Fee of $25 per rider/horse combination. This fee is non-refundable if scratching, as your entry packet is made up when you submit your payment.
5. If Post Entries are available, there will be a one time, $25 Post Entry Fee
6. We will be capping classes to limit overcrowding and account for loss of daylight. Your entry will only be counted when your payment is made or card on file with HorseSpot. Refunds will be issued if providing a valid vet/doctor's note, or horse is visibly unsound on the show grounds. If having to scratch and have provided a note within the week before the event, please allow 5 days after the event to receive your refund.
7. Post Entries are not guaranteed to be available, please think ahead and pre-enter! Entries and payment need to be received by rhe preceding Saturday at 8 PM, no exceptions. Payment accepted via check (paid to Derby @ the Vineyard) or Payment through HorseSpot. Limited spots will be filled by first pay, first serve.
8. If needing to provide a vet/doctors note, they must be received within 7 days after the event to receive a refund.
9. All riders must wear ASTM approved riding helmets while mounted.
10. Formal Hunter Derbies will follow all USEF tack regulations and rules, in accordance with current Rule Book. Please be courteous to our judge and review rules before attending. HOWEVER, we do allow bitless and nose nets if used properly and allows a safe ride for both horse and rider.
11. Due to multiple added precautions/setup/outside vendors/etc, if we have low entries we have the right to cancel event. Refunds will be given via the mode you paid within 5 days after the event date if cancelled for any reason by the venue.
12. Judge's and Show Manager's decision is final. Unethical actions by Riders, Trainers, and/or Spectators, towards any horse or another person, will not be tolerated. Any violators will be asked to leave the show venue.
13. PLEASE BRING YOUR OWN WATER FOR HORSES! Water may be available towards the Derby Course, depending on venue, but not available by the trailer area.
14. **All service fees collected by an outside company (example: Venmo, Stripe, etc... typically a 3-5% fee) are NON REFUNDABLE**



1 Day Derby Schedule

Flat Only Schooling from 8:45-9:15 AM

Show to START at 9:30 AM

18 Crossrails Jumper Derby

19 0.65m Jumper Derby

20 0.75m Jumper Derby

21 0.95m Jumper Derby

Flat Only Schooling Allowed While Changing Jump Height

1 Beginner Leadline Equitation Derby

2 Advance Leadline Equitation Derby

14 Low Hunter Flat

3 Cavaletti Hunt & Go Derby

Flat Only Schooling Allowed While Changing Jump Height

4 Green Bean Schooling Round

5 Green Bean Hunt & Go Derby

6 Crossrails Schooling Round

7 Crossrails Formal Hunter Derby

Flat Only Schooling Allowed While Changing Jump Height

16 Open Equitation Flat

8 2' Schooling Round

9 2' Formal Hunter Derby

Flat Only Schooling Allowed While Changing Jump Height

15 High Open Hunter Flat

10 2'6" Schooling Round

11 2'6" Formal Hunter Derby

Flat Only Schooling Allowed While Changing Jump Height

12 3' Schooling Round

13 3' Formal Hunter Derby

Class Specs

We allow bitless and nose nets!
Sidesaddle Riders welcome in any class

Harvesting Stage:

$25 Class Fee

1 Beginner Leadline Equ Derby

- For Riders 7 and under, being led around a course of cavalettis. This class is designed for those riders that can not trot independently during "lessons". To be judged on suitability and rider presentation. Course ridden at a walk with trot poles offered as the high options.

2 Advanced Leadline Equ Derby

- For Riders 7 and under, being led around a course of cavalettis. This class is designed for the more advanced Leadliners. To be judged on suitability and rider presentation. Course ridden at a trot, with tiny xrails offered as the high options

Destemming Stage:

$25 for Schooling Round $50 for Hunt & Go Derby

3 Cavaletti Hunt & Go Derby

- Open to all age riders. Course of ground poles. The course is divided into a classic hunter section (first 5 obstacles) and a handy hunter section (remaining 5 obstacles), which are jumped back-to-back in one continuous round. Must be executed at a TROT.

4 Green Bean Schooling Round

- Simplified Xrails Derby Course. Class will be judged as a Blue/Red class. Open to Green Riders OR Horses who are choosing to TROT the entire course. During Schooling Rounds, horse may wear boots, tack deemed unconventional in the hunter ring, and riders do not need to be in formal attire.

5 Green Bean Hunt & Go Derby

- Course of Xrails. Open to Green Riders OR Horses who are choosing to TROT the entire course. The course is divided into a classic hunter section (first 5 obstacles) and a handy hunter section (remaining 5 obstacles), which are jumped back-to-back in one continuous round.

Fermentation Stage:

$25 for Schooling Round $75 for Formal Derby

6 Crossrail Schooling Round

- Simplified Xrails Derby Course. Class will be judged as a Blue/Red class. Open to all riders who are choosing to CANTER the entire course. During Schooling Rounds, horse may wear boots, tack deemed unconventional in the hunter ring, and riders do not need to be in formal attire.

7 Crossrail Formal Derby

- Open to All Riders. 2 rounds of competition, a Classic Hunter Round and a Handy Hunter Round. The first round will be judged on performance, hunter pace, jumping style, quality and substance, and movement of the horse. Top 12 scores from the 1st round will come back for the Handy Round which should reflect brilliance of pace and handiness. 1 point added to score for each high option jumped w/o major fault. Combined score of both rounds for placings.

Maceration Stage:

$25 for Schooling Round $75 for Formal Derby

8 2' Schooling Round

- Simplified Derby Course. Class will be judged as a Blue/Red class. Open to all riders. During Schooling Rounds, horse may wear boots, tack deemed unconventional in the hunter ring, and riders do not need to be in formal attire.

9 2' Formal Derby

- Open to All Riders. 2 rounds of competition, a Classic Hunter Round and a Handy Hunter Round. The first round will be judged on performance, hunter pace, jumping style, quality and substance, and movement of the horse. Top 12 scores from the 1st round will come back for the Handy Round which should reflect brilliance of pace and handiness. 1 point added to score for each high option jumped w/o major fault. Combined score of both rounds for placings.

Class Specs

We allow bitless and nose nets!
Sidesaddle Riders welcome in any class

Clarification Stage:

$25 for Schooling Round $75 for Formal Derby

10 2'6" Schooling Round

- Simplified Derby Course. Class will be judged as a Blue/Red class. Open to all riders.
- During Schooling Rounds, horse may wear boots, tack deemed unconventional in the hunter ring, and riders do not need to be in formal attire.

11 2'6" Formal Derby

- Open to All Riders. 2 rounds of competition, a Classic Hunter Round and a Handy Hunter Round. The first round will be judged on performance, hunter pace, jumping style, quality and substance, and movement of the horse. Top 12 scores from the 1st round will come back for the Handy Round which should reflect brilliance of pace and handiness. 1 point added to score for each high option jumped w/o major fault. Combined score of both rounds for placings.

Bottling Stage:

$25 for Schooling Round $75 for Formal Derby

12 3' Schooling Round

- Simplified Derby Course. Class will be judged as a Blue/Red class. Open to all riders.
- During Schooling Rounds, horse may wear boots, tack deemed unconventional in the hunter ring, and riders do not need to be in formal attire.

13 3' Formal Derby

- Open to All Riders. 2 rounds of competition, a Classic Hunter Round and a Handy Hunter Round. The first round will be judged on performance, hunter pace, jumping style, quality and substance, and movement of the horse. Top 12 scores from the 1st round will come back for the Handy Round which should reflect brilliance of pace and handiness. 1 point added to score for each high option jumped w/o major fault. Combined score of both rounds for placings.

Flat Classes

$25 Class Fee

14 Low Open Hunter Flat

- Open to all riders, to be judged on the horse. Judged on way of going, soundness, ability to activate commands given by the judge. Suitable for riders competing in the Caveletti, Green Bean, or Crossrail Derby Classes. May be combined with the High Open Hunter, if entries warrant.

15 High Open Hunter Flat

- Open to all riders, to be judged on the horse. Judged on way of going, soundness, ability to activate commands given by the judge. Suitable for riders competing in the 2', 2'6", and 3' Derby Classes. May be combined with the Low Open Hunter, if entries warrant.

16 Open Equitation Flat

- Open to amateur riders, to be judged on the rider. May be split by age if entries warrant.

Class Specs

Jumper tack must have Horse & Rider safety above all else!

Jumpers

$60 for Jumper Classes

You may only cross enter into a class that is within a 6"/0.2 m height difference. (Example: If the RIDER has entered the .65m Jumper Derby, the same rider may NOT also do the .95 m Jumper Derby.)

18 Crossrail Jumper Derby

- Open to All Riders. Riders will be given the opportunity to jump 2 fences of their choosing before their timed round. Then allotted a strict 2 minutes to discuss with trainer before starting their Formal Round. You may opt out of Schooling fences, if desired. Formal Round will consist of 12 fences. Placed 1st-8th by faults and time.

19 .65 m Jumper Derby

- Open to All Riders. Riders will be given the opportunity to jump 2 fences of their choosing before their timed round. Then allotted a strict 2 minutes to discuss with trainer before starting their Formal Round. You may opt out of Schooling fences, if desired. Formal Round will consist of 12 fences. Placed 1st-8th by faults and time.

20 .75 m Jumper Derby

- Open to All Riders. Riders will be given the opportunity to jump 2 fences of their choosing before their timed round. Then allotted a strict 2 minutes to discuss with trainer before starting their Formal Round. You may opt out of Schooling fences, if desired. Formal Round will consist of 12 fences. Placed 1st-8th by faults and time.

21 .90 m Jumper Derby

- Open to All Riders. Riders will be given the opportunity to jump 2 fences of their choosing before their timed round. Then allotted a strict 2 minutes to discuss with trainer before starting their Formal Round. You may opt out of Schooling fences, if desired. Formal Round will consist of 12 fences. Placed 1st-8th by faults and time.



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Direct Link to Derby @ the Vineyard Events