

## 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
- 14 2' Jr/Am Hunters
- 15 2' Jr/Am Hunters
- 17 2' Professional Hunters
- 18 2' Professional Hunters
- 13 Pony Hunter Under Saddle
- 16 2' Jr/Am Hunter Under Saddle
- 19 2' Professional Hunter Under Saddle
- 50 2'3" – 2'6" Warm-Up
- 20 2'3" – 2'6" Jr/Am Hunters
- 21 2'3" – 2'6" Jr/Am Hunters
- 23 2'3" – 2'6" Professional Hunters
- 24 2'3" – 2'6" Professional Hunters
- 22 2'3" – 2'6" Jr/Am Hunter Under Saddle
- 25 2'3" – 2'6" Professional Hunter Under Saddle

### Grass Ring \* Start promptly at 9:00 am

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