

Catch the FHVR!

Have Some Summer Fun at the NM-MVH



Fox Hunters Versatility Rally *a Series*



To Borrow a bit of the definition of "Rally" from Pony Club . . .

Rallies are events that allow riders to test their knowledge and skills ... in this case, skills used in the hunt field.

**Open to Horses
and Riders of All Disciplines
Casual Attire Encouraged**



June 30, 2019 • July 14, 2019 • September 8, 2019

**Urbana Riding Club • 2700 Roderick Road
Frederick, Maryland 21704**

Hunter Pace

Ridden over a course outside the ring simulating a fox hunting pace.

Phase **1**

Hunter Over Fences

Ridden over a course in the ring

Phase **2**

Field Versatility Skills

Exhibit handling of situations that happen during a normal day in the hunt field

Phase **3**

Introduction: Catch the FHVR! Join the New Market Middletown Valley Hounds for an informal, confidence-building schooling series. A unique and fun way to build skills over the summer, there are Six (6) Divisions to accommodate riders from diverse disciplines and experience levels.

Format: There are three phases of the FHVR event. Riders may choose to compete for fast time or optimum time. There are three levels of competition, ranging from ground poles to 3 foot fences.

Classes: Each division offers three (3) classes. The classes are: (1) an outside course over fair hunting territory which includes natural obstacles, varied terrain, and water crossings; (2) A course set up in a ring, from ground poles to crossrails and up to 3' fences, depending on the level of competition entered; and (3) an obstacle

course. Regardless of the level of competition, horse and rider teams in the obstacle course will negotiate obstacles to assess the suitability of horse and rider in the hunt field. Obstacles may include picking up items with a whip, opening and closing gates, mounting and dismounting, backing into a pattern, and may include live animals. Each obstacle class will be scored according to the number of obstacles successfully completed within the six (6) minute time period.

Registration: Each Event will open for registration at 8:00 a.m. Riders should check in at Registration to receive a number, even if they have pre-registered for the event.

Schedule of classes, division information, entry fees and rules and regulations on page 2

SCHEDULE OF CLASSES

I. HILLTOPPERS – Not to begin before 8:30 a.m.

Hilltoppers will begin with Optimum Time, to be followed by Fast Time. Riders of All Disciplines are encouraged to participate. Western Riders, Ranch Riders, Gaited Horses, and Trail Riders are welcome. Hill Toppers are permitted to cross-enter in other divisions. Hilltoppers are welcome to walk/trot and enter the ground pole class at their pleasure. Hilltoppers will not be penalized for avoiding logs on the outside course portion of the outside class. Leadline riders are permitted in the hilltopper division.

DESCRIPTION OF DIVISIONS

The following divisions will be offered at each event:

A. Hilltopper Fast Time –

Crossrails/Natural Log Obstacles/Ground Poles Not to Exceed 18"

Class 1A - Hilltopper (Fast Time) Outside Course

Fastest time over fair hunting territory wins. Varied Hunting Terrain, may include logs, water crossings, hills, inclines.

Class 2A- Hilltopper (Fast Time) Over Crossrails

Over Crossrails Not to Exceed 18". 4 Faults for disobedience or knock-down, elimination for fall of horse or rider, elimination for 3 refusals.

Class 3A - Hilltopper Over Ground Poles

4 Faults for disobedience or knock-down, elimination for fall of horse or rider, elimination for 3 refusals.

Class 4A - Hilltopper Obstacles Timed 6-minute

obstacle course which may include mounting/dismounting, backing into pattern, live animals, and other obstacles to simulate those commonly found in the hunt field and to judge suitability of horse and rider. Rider with the most points at the end of the time wins the class.

B. Hilltopper Optimum Time - Begin at 8:30 a.m.

Crossrails/Natural Log Obstacles/Ground Poles Not to Exceed 18"

Leadline Welcome, Western/Gaited Horses Welcome
Green Horses/RRP Eligible Horses Welcome

Class 1B - Hilltopper (Optimum Time)

Outside Course

Over fair hunting territory wins. Varied Hunting Terrain, may include logs, water crossings, hills, inclines.

Class 2B - Hilltopper (Optimum ATime) Over

Crossrails Not to Exceed 18" Elimination for fall of horse/rider.

Class 3B - Hilltopper Over Ground Poles

Elimination for fall of horse/rider

Class 4B - Hilltopper Obstacles Timed 6-minute

obstacle course which may include mounting/

dismounting, backing into pattern, live animals, and other obstacles to simulate those commonly found in the hunt field and to judge suitability of horse and rider. Rider with the most points at the end of the time wins the class.

C. Second Flight Fast Time - No Earlier than 10:00 a.m. Fences 2'6"

Class 1C - Second Flight (Fast Time)

Outside Course

Fastest time over fair hunting territory wins. Varied Hunting Terrain, may include coops, logs, water crossings, hills.

Class 2C - Second Flight (Fast Time)

Over Fences

Fastest time over a course of jumps in the ring wins.

4 Faults for disobedience or knock-down, elimination for fall of horse or rider, elimination for 3 refusals.

Class 3C - Second Flight Obstacles

Timed 6-minute obstacle course which may include mounting/dismounting, backing into pattern, live animals, and other obstacles to simulate those commonly found in the hunt field and to judge suitability of horse and rider. Rider with the most points at the end of the time wins the class.

D. Second Flight Optimum Time Fences 2'6"

Class 1D - Second Flight (Optimum Time)

Outside Course

Fastest time over fair hunting territory wins. Varied Hunting Terrain, may include coops, logs, water crossings, hills.

Class 2D - Second Flight (Optimum Time)

Over Fences

Fastest time over a course of jumps in the ring wins.

4 Faults for disobedience or knock-down, elimination for fall of horse or rider, elimination for 3 refusals.

Class 3D - Second Flight Obstacles

Timed 6-minute obstacle course which may include mounting/dismounting, backing into pattern, live animals, and other obstacles to simulate those commonly found in the hunt field and to judge

II. SECOND FLIGHT – Not to begin before 10:00 a.m.

Second Flight Optimum Time will go first, followed by Fast Time. Second Flight Riders should be comfortable with walk/trot/cantering in open areas and jumping fences at 2'6" inside and outside the ring.

III. FIRST FLIGHT – Not to begin before 11:00 a.m. First Flight will begin with Optimum Time and be followed by Fast Time Over Fences. First Flight Riders should be comfortable with galloping in open areas and jumping fences at 3' inside and outside the ring.

suitability of horse and rider. Rider with the most points at the end of the time wins the class.

E. First Flight Fast Time - Not to Begin Before 11:00 a.m. Fences 3'

Class 1E - First Flight (Fast Time)

Outside Course

Fastest time over fair hunting territory wins. Varied Hunting Terrain, may include coops, logs, water crossings, hills.

Class 2E - First Flight (Fast Time) Over Fences.

Fastest time over a course of jumps in the ring wins. 4 Faults for disobedience or knock-down, elimination for fall of horse or rider, elimination for 3 refusals.

Class 2E - First Flight Obstacles

Timed 6-minute obstacle course which may include mounting/dismounting, backing into pattern, live animals, and other obstacles to simulate those commonly found in the hunt field and to judge suitability of horse and rider. Rider with the most points at the end of the time wins the class.

F. First Flight Optimum Time - Not to Begin Before 12:00 p.m. Fences 3'

Class 1F - First Flight (Optimum Time)

Outside Course

Optimum time over fair hunting territory wins. Varied Hunting Terrain, may include coops, logs, water crossings, hills.

Class 2F - First Flight (Optimum Time)

Over Fences

Optimum time over a course of jumps in the ring wins. 4 Faults for disobedience or knock-down, elimination for fall of horse or rider, elimination for 3 refusals.

Class 3F - First Flight Obstacles

Timed 6-minute obstacle course which may include mounting/dismounting, backing into pattern, live animals, and other obstacles to simulate those commonly found in the hunt field and to judge suitability of horse and rider. Rider with the most points at the end of the time wins the class.

ENTRY FEES

- Grounds Fee:** \$10.00 Check Made Payable to Urbana Riding Club for each horse that arrives on the grounds, regardless of whether that horse is entered in a class the day of the event.
- Entry for All Divisions are as follows:**
 - \$50 for 1st entry of same horse and rider team, same day.
 - 2nd entry of same horse and rider team, same day \$35.00.
 - 3rd or more entry of same horse and rider team, same day \$25.00.
 - 3 Divisions same day/same horse and rider \$100.00.
- MFHA Member Discount** - \$5.00 off total entry fees for members in good standing of MFHA-Affiliated clubs.
- Pre-Entry Discount** - \$5.00 off total entry fees for entries PAID IN FULL at least 7 days before event date.
- Unjudged Warm Up** Rounds are \$25.00.

RULES AND REGULATIONS

- Participants may ride more than once in the same division, however, only the first trip will be counted for points.
- In the event of a tie, horse/rider team that wins the over fences class wins.
- There will be ribbons through Sixth Place in each class, Champion and Grand Champion at each show. There will be end of season awards for the horse/rider team with the highest points overall in each division. There will be one end of season award for First Flight, Second Flight, and Hilltopper.
- Juniors must wear approved headgear.
- Safety Vests are welcome but not required.
- No one shall ride on the premises, regardless of their entry in the show, without a current Coggins and release.
- A fall of horse and/or rider will eliminate them from placing in any class.
- No unsound animals shall be placed in any class.
- Water will NOT be provided, please bring your own and assure the safety and health of your animals.
- You are expected to clean up after yourself and your horse.
- Formal attire is NOT required.