

# Fall Hunter Pace

Bring your teammates and join us for a fun day in beautiful Middletown Valley. Registration opens at 9 am. Divisions for everyone: flat course, over low fences, over high fences, and junior division. \$25 per class per team member. Visit [www.nm-mvh.com/HunterPace.html](http://www.nm-mvh.com/HunterPace.html), or message Tara Shoemaker [tshoemakerattorney@gmail.com](mailto:tshoemakerattorney@gmail.com) or Alyson Springer [whitingsneckfarm@earthlink.net](mailto:whitingsneckfarm@earthlink.net) message on Facebook for more information. Looking forward to seeing you there!



## Directions / About Hunter Paces

Fall 2018

### Location/Directions

New Market-Middletown Valley Hounds, 1600 Marker Rd, Middletown, MD 21769

From Rt. I-70 Exit at Rt. 17 South Follow thru Middletown. About 2 miles south of town,

turn right onto Quebec School Road. Stay on Quebec School Road thru 4 – way stop at Picnic Woods Rd. At next stop sign, continue straight on to onto Marker Rd. Continue about 1 mile to 1600 Marker Road.

Look for white event and parking signs.



New Market-Middletown Valley Hounds

### FAQs:

1. How much does it cost to enter?  
\$20 per horse/rider combination, per class

2. Is there a closing deadline?  
No, you enter onsite at the hunter pace.

3. What do I wear?  
Ratcatcher attire (tweed hacking jackets), formal

foxhunting attire (black melton coats), or horse show attire is encouraged.

We encourage ASTM/SEI approved helmets and riding boots with a proper heel are required for all riders.

4. There are no penalties for refusals

and you may, if necessary go around a refused fence if it is possible to do so, but you must complete the distance of the course. There are no judges—it is the honor system!



## Fall Hunter Pace Classes



### 1. Fast Time Over High Fences (Fences 2'9" - 3'3")

Competition for hunter teams over a course of approximately 2-3 miles. Fastest time wins.

(All divisions run after **Fast Times** are complete)

### 2. Optimum Time Over High Fences (Fences 2'9" - 3'3")

Competition for hunter teams over a course of approximately 2-3 miles. Times averaged. Results at the end of the day.

### 3. Optimum Time Over Low Fences (Fences up to 2'6")

Competition for hunter teams over a course of approximately 2-3 miles. Times averaged. Results at the end of the day.

### 4. Optimum Time Flat

Competition for hunter teams over a course of fair hunting country with no fences. Times averaged. Results at the end of the day.

### 5. Jr. Optimum Time Over Low Fences (Fences up to 2'6")

Same as Class 3 but limited to Juniors. A junior is 18 years or younger. A rider 9 years or younger must ride with a mounted adult and they will qualify as a Junior team. Times averaged. Results at the end of the day.

### 6. Jr. Optimum Time Flat

Same as class three but for juniors



**Current Coggins and signed release required. Call NM-MVH 301-371-4081 if weather is questionable.**