

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, or message Tara Shoemaker tshoemakerattorney@gmail.com or Alyson Springer 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?
\$25 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.