

# Spring 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 call Tim Stark 304-261-1765 or message TK Shoemaker message on Facebook for more information. Looking forward to seeing you there!



## Directions / FAQ About Hunter Paces

### 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 Marker Rd. Continue about 1 mile to 1600 Marker Road. Look for white event and parking signs.



## Maryland Spring Hunter Pace Circuit



### 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. 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!



## Classes

### 1. Fast Time Over High Fences

Fences 3'-3'6". Competition for teams over a course of fair hunting country over a distance of 2-4 miles. Fastest team wins.

### 2. Optimum Time Over High Fences

Fences 3'-3'6". Competition for teams over a course of fair hunting country. Team closest to optimum time wins. Distance of 2-4 miles.

### 3. Optimum Time Over Low Fences

Fences not to exceed 2'6". Competition for teams over a course of fair hunting country. Team closest to optimum time wins. Distance of 2-4 miles.

### 4. Junior Optimum Time Over Low Fences

Same as Class #3 except teams must consist of at least two riders under the age of 18 or as described in #6

### 5. Optimum Flat Time

Competition for teams over a course of fair hunting country without fences. Team closest to optimum time wins. Distance of 2-4 miles.

### \* 6. Junior Optimum Flat Time

Same as Class #5 except teams must consist of at least two riders under the age of 18 or a junior(s) under 9 with an adult.

## Entry Fee

The entry fee is \$25 per horse/rider combination, per class. Rules & Regulation

**Optimum times** will not be shared until the results are announced

**\*\*STeam names** will be used for tracking points when appropriate. It is the team members' responsibility to enter using the same team name at each hunter pace if they would like to be considered for a series .

## Spring Hunter Pace Classes

*All riders welcome, ribbons through 6th, trophy gifts for first place for all team members.*

*\*\*Hunt club affiliated teams vie for Series end division awards*



required to wear approved riding helmets when mounted. Safety vests are recommended.

**Liability form/waiver** must be signed by each rider with their entry. Juniors must have a parent or legal guardian sign their form

At the discretion of the organizing hunt the course will be ridden within 48 hours of the pace to set the **optimum time** or by averaging the ride times on the day of the hunter pace. Time is calculated with the first team rider out and ending with the last team rider to cross the finish flags

**Juniors are 18 years and younger.** Two juniors are necessary for a junior team, except a rider 9 years or under may ride with an adult and classify as a junior team

**Proof of a negative Coggins Test** dated within 12 months of the event is required

## Ribbons, \*\*Points, & Trophies

Six ribbons awarded in each class.

*\*\*When applicable --points toward series end championship will be awarded to first through sixth place (6, 5, 4, 3, 2, 1).*

Ribbons will not be mailed; you must be present to receive your prize.

For more information:

<http://www.nm-mvh.com/HunterPace.html>

<http://www.marylandhunterpace.com/>

A team is defined as two or more riders who ride together at each hunter pace.

**Attire:** Foxhunting or show clothes are encouraged, but not required. All riders are