FVH Hunter Pace

September 24, 2017 11:00 - 3:00 Campbell Valley Park

Always wanted to try fox hunting but not sure how?

Join us for a fun Hunter Pace then stay after to meet the hounds and staff for an informal Q & A session. Find out how fun and exciting this sport can be!



Novice—Hill Toppers—no jumps trot/canter pace

Advanced—**First Field** - canter/controlled gallop pace , jump natural obstacles

Max height—.75m –.90m Course is approximately 3km

A hunter pace is a competition in which the trail is marked for horse and rider to follow. The trail is rated at the speed that the First, Second and Hill Topper fields would travel if they were fox hunting. The winning pace time is the ideal time to safely finish the predetermined trail. Competitors go out in teams of two and three to ride the trail. Each group of riders is timed. Riders are penalized for either riding too fast or too slow off the pace time. The group to come closest to the pace time wins the competition, whether over or under the "pace" time. Don't have a team ? That's ok come early to register and we will assign you to a team or you can enter as an individual.

Riders must be able to handle their horse in an open setting. HCBC membership ,helmets and boots required. Course map available on the day.

Registration starts at 10:00 am at the 208th St side entrance to the CVP cross country field.

First Field leaves at 11:00am sharp!



September 24, 2017 FVH Hunter Pace Entry Form

Name
Phone number Email
HCBC # Horses Name
Please check the appropriate box
Novice Advanced (no cross entries) Individual
Individual, please assign me to a team
If you are part of a team please include team members names
Please pay with cash or cheque at time of registration \$40.00 per entry
Saddle Pads awarded to teams and individual that complete closest to the time.
Entry must be accompanied by signed waiver of liability for each rider . Parents must sign waivers for children under 18. No pre-registration necessary. Adults must ride with children under the age of 16.