

## 2018 ROCKY FORK HEADLEY HUNT PACE FAQs

### What is a “hunter pace”?

RFHH’s hunter paces are lightly competitive cross-country rides intended to mimic the experience of riding in one of our three hunt fields. Teams of 2 or 3 riders follow a marked course over varied terrain, attempting to travel at their selected ‘pace’ of 4, 7, or 10 miles per hour. Here in central Ohio, our courses are generally between 4 and 6 miles in length and cover a variety of terrain—hills, woods, open land and, frequently, mud and running water. Courses also include a variety of jumps (natural and/or man-made) ranging from approximately 12 to 36 inches. All jumps are optional for all riders. Ribbons will be awarded in each division, including a season-end champion for each of the three divisions.

### What is needed in order to participate?

Your horse (of course), safe, functional tack, a riding helmet, your team, and your entry fee. Riders should be prepared to sign a liability release before unloading their horses.

<p><b>NOTE FOR MINORS (riders under 18):</b> The release <i>*must*</i> be signed by a parent or legal guardian. If you are not accompanying your child to the pace, visit the RFHH web page (<a href="http://rockyforkheadleyhunt.com">rockyforkheadleyhunt.com</a>) ahead of time to download, print, and sign the release for your child to bring to the event. Minors without a properly-signed release cannot be allowed to participate.</p>
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### But what if I don’t have a team?

We encourage everyone to set up their own, compatible team of 2 or 3 riders before the event. We strongly encourage singletons to post a ‘team wanted’ notice on the Rocky Fork Headley Hunt Facebook page to connect with other riders. Some of our staff will also help you find a suitable partner with advance notice. Of course, you can still come alone and find a team the day of the pace. However, it can take a bit of effort on your part as our volunteers will be busy registering and timing teams.

## **Riding a course at a particular speed sounds easy enough—I have an app for that!**

Sorry, devices that measure speed or distance (such as GPS and mobile phone apps) are NOT allowed on course, and teams found to be using one will be disqualified. Hunter paces are a test of the rider's ability to accurately judge his or her horse's speed over varied terrain.

## **What are the divisions, again? And when do they start?**

**First Flight 10 mph** is for the most aggressive riders, and mimics hunting first field. Average speed is a slow gallop with occasional breathers. **These riders start on course in the first half hour between 9 a.m. and 9:30 a.m.** so they won't be passing slower riders. If you start after 9:30 there will be slower riders on course that you will need to slow down for and ask permission to pass, which could result in your team not getting a ribbon.

**Second Flight 7 mph** is for moderate riders, like hunting second field. Most riders trot and canter interspersed with short walks. Note, you will be sharing the course with slower riders and, for safety, we ask that you slow to the walk or slow trot and ask permission to pass. **These riders start on course between 9:30 a.m. and noon.**

**Scenic Cruisers 4 mph** is like our hilltopping third field. Average speed is a brisk walk with occasional trot. Expect to be passed by faster teams and, where possible, you should move to the side and turn your horse's head to face the other horses in a hunting maneuver called "making way". **Scenic Cruisers start on course between 9:30 and 11:30 a.m.**

## **What's with the helmet and liability release requirement? Anything else?**

Most of our hunter paces use private property that the owners are kind enough to allow to allow a bunch of strangers to ride on and enjoy. So we do require riding helmets and liability releases to protect our generous landowners and to make their insurance companies happy. On the same note, we ask all participants to pick up after themselves (trash, horse manure) and not leave a mess for our volunteers and landowners.

## **Is my horse suitable? Am \*I\* ready for a hunter pace?**

With an appropriate partner, hunter paces can be a great outing for green horses or uncertain riders. The slowest pace, 4 mph, is a brisk walk. Because they use public horse trails and temporary jumps that fall down when hit, paces held at parks like Infirmary Mound are particularly approachable. All jumping is optional at every pace, and there are go-arounds for each fence. In order to enjoy your experience at the other venues, you and your horse should be able to follow your partner up and down hills, across muddy ditches, and through knee-deep water.

## **What if there is a problem on course?**

Despite our best efforts, when horses are involved there will be falls, loose horses, damaged jumps, and other unplanned additions to the pace course. All riders will be given a safety sheet with an emergency number during registration. Each team must carry the safety sheet and a cell phone, and call the number listed on the sheet if you see or experience a problem on course. Alternately, less-urgent issues, such as damaged jumps, can be reported to any pace volunteer. We do have a volunteer safety coordinator standing by to help if you suspect injury to horse or rider.

## **What does a hunter pace cost?**

Check or cash (exact change preferred) only, please! Note that all riders pay just half price for a second ride, on the same or a different horse, and in your choice of divisions. If you do plan a second ride, be sure to come early enough to re-register and start your second ride before your division's window closes.

The 2018 RFHH hunter pace rate schedule is as follows:

Adult rider (age 23 and up), not a hunt club member: \$50/first ride. \$25/additional ride.

Adult rider (age 23 and up), member of a hunt: \$40/first ride. \$20/additional ride.

Junior rider (age 22 and under): \$20/first ride. \$10/additional ride.

## **What about the ribbons?**

Ribbons are awarded for 1<sup>st</sup> through 8<sup>th</sup> place in all three divisions. The goal is to ride the course at exactly the posted speed for your division. Teams can be a little fast or a little slow—just be close to the optimum calculated course time to be in the ribbons.

Ribbons are awarded at 1:30 p.m. for all paces except the Crosswind Farm Pace in October. The Crosswind ribbons will be awarded at 2 p.m. Teams must cross the finish line 15 minutes before the awards ceremony (by 1:15 p.m. for all paces except Crosswind, and that pace will be 1:45) in order to be counted.

There will also be a season high point ribbon awarded to the highest-scoring individual(s) or team for each division. The high point ribbons will be awarded during the October Crosswind pace ceremony. If you choose to ride twice in the same division, at the same pace event, your best score will be used for the season high point calculation. Points are tied to a rider's name, so you can change horses or teams throughout the season without penalty.

At the Crosswind pace ribbons will also be awarded for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place for best team costumes. Costumes are not required, but encouraged. The decorated jumps will also be judged, by the riders, and awarded for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place.