

Welcome to the GMHA Hunter Pace!

There are two divisions – Hunting (faster) and Hacking (more leisurely). The optimum time is set by the management. The goal is to get as close to the optimum time *without actually knowing what that time is!* Impossible? Exactly, that's half the fun!

Your team should set its own pace according to good sense and your horse's conditions. Awards are given in each division based on how close each team gets to the optimum time. The optimum time will be shared when the results are final.

- Teams are sent out at 3-minute intervals.
- There will be FREE cider donuts (until gone), hot cider/coffee available before your ride at the YOUTH CENTER starting at 7:30am
- The course is about 8 miles+/-

The course is marked as follows:



Your direction of travel is marked by **PINK** 4x6 plastic cards with arrows. PINK streamers (with black & pink checkers and pink "Escape Route" wording) hanging from clothespins are your confidence markers on stretches of the course without turns. Turns are well-marked with more than one arrow. Jumps are optional and are flagged with PINK streamers (on GMHA property), or follow markers alongside jumps. You may also jump the logs along the trails in the woods.

**DO NOT JUMP UNFLAGGED
OBSTACLES ON THE GMHA GROUNDS.**

Warmup is in the White Ring. The Start and Finish are at the White Arena's steward's booth, between White & the Dustbowl arenas. Please call your team number & team name out to the timer/steward when you start and finish.

Be safe and have a fun ride!