



**METAMORA HUNT**

**ENTRY FORM - 2023 SUMMER HUNTER PACE**

**Saturday June 17, 2023  
Starting 8:30 AM; Last Riders 12:30 PM**

**Trailer Parking: Northeast corner Barber Rd. and Rock Valley Rd., Metamora.  
Registration/Start Location: Metamora Hunt Kennels at 5614 Barber Rd., Metamora**

**TEAM LEADER INFORMATION**

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Email: \_\_\_\_\_ Cell Phone: \_\_\_\_\_

**RIDER INFORMATION (2 – 4 RIDERS)**

	<u>NAME</u>	<u>EMAIL</u>	<u>FEE</u>
1.	_____	_____	\$ _____
2.	_____	_____	\$ _____
3.	_____	_____	\$ _____
4.	_____	_____	\$ _____

**CHECK IF APPLICABLE**

**Total: \$ \_\_\_\_\_**

\_\_\_\_\_ **FASTEST TIME**

\_\_\_\_\_ **OPTIMUM TIME**

Our team is competing for the Fastest Time. Entries start 8:30 to 9:00 am.

Our team is competing for the best Optimum Time. (Time which closely equals the pace of an actual hunt.) Entries start 9:00 am to 12:30 pm.

1. A **Metamora Hunt Release and Hold Harmless Agreement** must be completed and signed for every rider and submitted at the registration desk on June 17, 2023. Forms are available at: [www.metamorahunt.com](http://www.metamorahunt.com) on the FORMS/RESOURCES page.
2. **Cost \$50 per adult, \$35 per junior (17 and under). Cash or check payable to Metamora Hunt.**
3. **Protective headgear, with chin strap, must be worn at all times while mounted.**
4. Your team must confirm the times registered with the timekeeper at the start and the end gate. Last team horse over the finish line will be the team's time.
5. The course will be marked with colored ribbons. **Riders must pass each other at a walk only.** Please make way for passing riders. Overtaking riders please be courteous of other riders' safety.
6. 1<sup>st</sup> through 6<sup>th</sup> place ribbons for Fastest Times and Optimum Time will be awarded.
7. **Please be considerate of landowners' property by staying on the edges of all fields. Walk past all paddocks with horses or livestock.**
8. Rainy day? Call the Kennels – (810) 678-2711 or John Mandich – (248) 990-1910 for update.