

Glenmore Hunt

Murder Mystery Ride

There's been a murder in the Shenandoah Valley of Virginia at Glenmore Hunt. Your team's job is to name the person who committed the murder, what weapon the murderer used and where the murder was committed.

The suspects include;

- **Huntsman** – To the huntsman, the hounds are everything. Could a thoughtless injury to a hound lead to murder?
- **Kennelman** – The Kennelman knows the names and voices of each and every hound. What else does he know?
- **Master of Foxhounds** – The MFH must keep the landowners happy. Damaging the property of a landowner could be a capital offence in the MFH's eyes.
- **Whipper-In** – The Whipper-In is often out of sight as he or she rides in front of the hounds. What else could a Whipper-In do out of sight?
- **Hunt Harpee** – The Hunt Harpee knows proper attire, who should ride to the rear and is not afraid to let you know. A poorly tied stock tie could push her over the edge.
- **Thruster** – The Thruster wants to stay with the hounds at all costs. Woe to those who might get in the way!
- **Hilltopper** – The Hilltopper keeps the pace to a walk and trot, but often sees more of the fox than anyone else. The Hilltopper might see other things First Flight misses.
- **Wheel Whip** – Vehicles can be deadly to a hound in full cry and Wheel Whips help keep our hounds safe. A thoughtless driver might meet another "accident" on his Saturday morning jaunt.

The suspect used one of several weapons;

- **Hunt Whip** – The hook on a hunt whip can help open a gate from horseback. Could it also be used to open a skull?
- **Hound Couples** – Young hounds can be coupled to older hounds to help them learn to hunt. Couples might also keep a victim from squirming too much.
- **Lead Rope** – This common item can be used to lead your hunt horse to water. In the right hands, it could be used to lead your enemy to the happy hunting grounds.
- **Stock Pin** – The stock pin is used to secure a stock tie and requires a sharp point. Applied to the right point, it can also be used to secure a swift and deadly departure.
- **Poisoned Flask** – A little refreshment is greatly appreciated after a long, hard run. If laced with poison, it can lead to a long, hard fall.
- **Hound Collar** – Hound collars these days can carry a GPS device to help the Huntsman find a hound. Could a careless killer help the local constabulary locate the body?
- **Wire Cutters** – Wire cutters can be a lifesaver if your horse gets tangled in old fencing. A tool like this could also be used as a life taker.
- **Boot Jack** – Pulling dress boots off after a long day of hunting is a wonderful feeling. It may be a wonderful feeling to use the boot jack to finish off an enemy.

Finally, the murder could have occurred at one of Glenmore's hunt fixtures;

- **Trimble's Mill** – The resident red fox started in the swamp below the old mill and will typically head west, then circles back. These big circles could provide someone with mal intent a perfect opportunity to close the loop.
- **Arbor Hill** – Beautiful country with open fields and large coverts. The large coverts give a killer many an opportunity to do the dirty work.
- **Mountainside** – Sometimes, the fox will head straight to the Allegheny Mountains from this fixture. Following the hounds is impossible, but a scattered field might give a murderer an opportunity.
- **Deere Run** – The hounds usually scare up a grey fox here. Grey foxes run in big circles which can give a murderer several chances to finish the job.
- **Bonnie Doon** – This fixture is the site of a great Civil War battle. Was someone else sent to join the ghosts of soldiers long ago?
- **Bellevue** – A beautiful red rascal always seems willing to give the hounds a chase from the CREP. The swift pace means that some might get left behind – for good.
- **Walnut Grove** – In the late summer, the corn grows thick and tall at Walnut Grove. A body might not be discovered here until the harvester rolls through.
- **The Briar Patch** – The narrow paths in the briar patch make it hard to keep up with the hounds. It can be even harder to keep track of your enemy.

Teams can be made up of 2 to 10 riders and include a team captain and team name.

To begin the game, you'll be given a list of suspects, weapons and fixtures. You will be given three clues to start that you will keep in your lanyard. You will ride between one of seven locations on Bonnie Doon Farm to obtain more clues until you figure out *who, with what weapon and which hunt fixture*.

At each location, your captain will have an opportunity to name the suspect, the weapon used and the fixture. It is not necessary to include the current location during your inquisition of the foxhunter (e.g., if you're at Trimble's Mill you can say "I think the Huntsman did it with the Poison Flask at the Bonnie Doon Farm).

The foxhunter at each location will only have three cards. If the foxhunter has any of the cards you have named, he/she will show you **ONE** of them. If the foxhunter does not have any of your team's suggestions he or she will tell you so. ***If the foxhunter can't show your captain a card, it does not mean that the suspect, weapon, or fixture suggestions are correct it just means he/she does not have any you asked about.*** Your team may not return to this location until you have visited another location. You may also make accusations to fellow participants as you pass by other teams. If they have one of the cards they must show you **one**. If you are asked and you have a card you must show **one** as well.

Your team will have 2 hours to solve the mystery. If you believe you have solved the mystery before this time, you may continue to ride about the farm, there is **no credit given for the first team in**. In the event of a tie, teams will be asked to participate in a tie breaker.