

HUNTING WITH  
*the*  
hillsboro hounds





### **Masters of Foxhounds**

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Front cover photo by Dana Burke

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## Foreword

First, we would like to give a special thank you to all of the volunteers who, over the years, have helped to clarify, organize, and edit the Hillsboro Hounds handbook, namely Charlie Burke, Dana Burke, Claire Reichman, Lane Proctor, Eleanor Warriner (MFH), Hill McAlister (MFH), and Rachel Looney, Hillsboro Hounds Administrator. A product of their dedicated work, this handbook has been prepared as a guide for those who hunt with the Hillsboro Hounds to have a safe and enjoyable day in the Field. Foxhunting is a sport, and its traditions are old and include etiquette and guidelines for the safety of riders and hounds. The Masters of Hillsboro Hounds invite you to study this handbook, become familiar with the sport, never hesitate to ask questions, and have a great time. It is hoped that like so many Hillsboro Hounds members stretching decades before you, you will experience the extraordinary thrill and sheer joy of riding to hounds.

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# **I. INTRODUCTION**

This guide has been prepared as an introduction or review for riding with the Hillsboro Hounds. The recognized etiquette and participant rules are based on traditions that go back generations to the very beginning of foxhunting. These have evolved through the need to handle situations in a uniform manner to preserve order and safety in the field. A group of well-prepared riders on well-prepared horses can find tremendous pleasure, excitement, sport, and camaraderie, enjoying this centuries-old pastime. The following rules and guidelines will help achieve these goals for all participants. Since the unique vocabulary that accompanies this sport might be curious to the modern foxhunter, a glossary of terms has been included at the back of this handbook. The novice is encouraged to read other writings as well, such as the pamphlet, "Riding to Hounds In America," by William Wadsworth.

## **A. BE FAMILIAR**

So your day of hunting will be more enjoyable, please be familiar with the rules and guidelines

herein and the traditions of the sport. Members are encouraged to review this guide prior to the beginning of hunting season each year and have it on hand for reference.

## **B. BE PREPARED**

All experienced horses ridden in the hunt field were once new to the sport, and the early fall is an excellent time to

introduce your mount (or a guest's mount) to hunting. Each rider should ride in the flight where they and their mount will be most comfortable and up to the task. When excitement gets to be too much for a horse, it is prudent and considerate of your horse, others, and yourself to move to a flight that is more suitable.

- First Flight goes quickly (walk, trot, canter, and gallop) and jumps both natural and constructed obstacles built into the fence lines.
- Second Flight goes as quickly as First, except riders go through gates instead of jumping.
- Third Flight goes slower than First or Second but still goes at a walk or trot, or frequently a canter.
- Fourth Flight goes at a more gentle, slower pace, consisting of walk and trot.

### **C. FIRST TIME TO RIDE TO HOUNDS**

All experienced foxhunters were once new to the sport of foxhunting; the Hillsboro Hounds welcomes new members and guests. Novice foxhunters should study the handbook and make sure that both they and their mounts are prepared to hunt. Horses are expected to be properly groomed and tacked, and because some horses are initially nervous around a larger group of horses and hounds, the goal for the rider should be to help their horse remain calm. *Hunt members who are hosting a guest shall always ride the entire hunt with their guests – in the flight that their guest and their horse are best suited.* If you are

unsure of your or your horse's readiness, ask a Master to recommend a knowledgeable instructor to work with before your first time out hunting. Keep in mind that

if a Master or Field Master suggests a horse be taken to a slower flight, it is not a bad thing, but simply a safety consideration on that day. Some horses need time to adjust to the excitement.

## **II. THE MASTERS OF FOXHOUNDS, THEIR STAFF, AND THEIR HOUNDS**

### **A. MASTER OF FOXHOUNDS (MFH)**

The Masters are in charge of every facet of the hunt, and all decisions concerning the hunt are made by the Masters. This includes everything from where and when we hunt to naming the Staff that help the Masters, as well as all matters concerning the well-being of the Hillsboro Hounds. Masters are assisted by the Huntsman, Whippers-In, Secretary, Treasurer, Secretary of Social Media & Marketing, Administrator, and Field Masters. The Masters may decide to act as Field Masters themselves or may appoint others to serve as Field Masters. Except for the professional Huntsman and the professional Whippers-In, the Staff are all volunteers who provide their own horses and are not compensated for their services; the word “Honorary” is used before their titles.

### **B. HUNTSMAN**

The Huntsman (female or male) is the person who actually hunts the hounds. Using voice and horn, the Huntsman is able to control the hounds and move them from covert to covert as the hunt proceeds. The Huntsman has the absolute right-of-way when directing the pack or leading it to a scent or covert. In order to follow the hounds with more discernment, riders should listen, quietly ask questions of experienced members, and learn the sounds that the Huntsman makes with voice and horn, indicating the ebb and flow of the hunt. The Huntsman’s authority during the

hunt is second only to the Masters'. **When the Huntsman passes close to you, always turn your horse's head toward the Huntsman so that your horse cannot possibly kick him, his horse, or the hounds as they pass.**

### **C. WHIPPERS-IN**

The Whippers-In (abbreviated as "Whips") are the eyes and ears of the Huntsman and responsible to the Huntsman during the entire day of hunting. Due to their far-ranging duties during the hunt, they often overtake the Field (riders), during which they have absolute right-of-way so they can proceed in their work without delay. Riders should yield to them immediately whenever you see or hear that they are approaching. Hearing the call of "Ware Staff" ["Ware" is an abbreviation of "beware"] or "Staff please" is an alert to others that Staff may need to pass. **Always turn your horse's head toward the Whippers-In if they pass close to you, so that your horse cannot possibly kick their horse or the hounds as they pass.**

### **D. HONORARY SECRETARY**

The Honorary Secretary is the business manager of the hunt. The Secretary maintains a list of all members and emails a monthly fixture card which indicates the dates, locations, and times of the meets, as well as other scheduling information and announcements.

## **E. HONORARY TREASURER**

The Honorary Treasurer is responsible for maintaining the hunt's financial account(s) and approving invoices and reimbursements.

## **F. HONORARY SECRETARY OF SOCIAL MEDIA & MARKETING**

The Honorary Secretary of Social Media & Marketing is responsible for supporting, maintaining, and updating the hunt's website and social media channels, and providing support to the Secretary as needed.

## **G. ADMINISTRATOR**

The Administrator is responsible for collecting subscription fees and dues, mailing yearly packets and deer hunting permits, maintaining signed waivers, accounts receivable, printing the Directory and other Hunt materials, and assisting the Masters as needed.

## **H. FIELD MASTERS:**

The Field Masters lead the riders in their flights (collectively "the Field") during the hunt, keeping flights in proximity to the Huntsman and the pack, but not close enough to interfere with them. The Field Masters represent the authority of the Masters and are responsible for maintaining order and safety in the field, as well as for protecting the interests of the landowners. All riders should listen carefully

to the announcements from Field Masters and follow their instructions during the hunt. There will be separate Field Masters to lead First, Second, Third, and Fourth flights. The Field Masters may call on members of the field to perform duties during the hunt, such as opening and closing gates, replacing poles over coops, repairing damage to property, or accompanying a disabled horse or rider back home. Everyone should be alert for these situations and volunteer when special help is needed.

## **I. THE PACK OF HOUNDS**

The Hillsboro pack consists of hounds whose bloodlines have been selected to produce good scenting ability, voice, obedience, stamina, drive, and desire. The pack is the lifeblood of any hunt. Great care is taken to protect each individual hound from harm and to improve the pack's aggregate hunting attributes through selective breeding. There are four foxhound breeds recognized in North America: English, American, Crossbred, and Penn-Marydel. The Hillsboro pack is mostly Crossbred and English with American influences.

### **III. AS THE HUNT BEGINS**

#### **A. GUESTS**

As a member, should you desire to bring a mounted guest to hunt, please call to obtain permission from a Master prior to the day of the meet. Please be sure to discuss foxhunting etiquette with your guest beforehand, so they will be comfortable – this is a dynamic sport, even on a blank day, for the newcomer! Guests should read the handbook online or be given a copy by their host. Guests are required to sign the release form online prior to the meet, or they can print the form from the website and turn in to the Secretary or in the waivers box in the hunt trailer at the meet. As host, you will introduce your guest(s) to the Masters and the Secretary at the meet, and then to the Field Master in whose flight you and your guest(s) plan to ride. You will ride with your guest(s) for the entire hunt, serving as an escort, in the flight best suited.

*Policy is that a guest may hunt with Hillsboro Hounds twice per season, unless the Masters determine otherwise.*

#### **B. CAPPING FEE**

As a courtesy to our guests and members, there is no capping fee to hunt with the Hillsboro Hounds. At the same time, any contributions to the hunt are appreciated, regardless of the amount. Remember that we love our guests; your friends become our potential new members.

## C. JUNIORS

Juniors (18 years of age and younger) are always welcome and should be accompanied by a parent or a member of the hunt as a host or other suitable escort. Questions regarding a junior hunter should be directed to a Master.

## D. PRESENTATION OF THE PACK

When the Huntsman presents the pack at the meet, there will be a greeting from a Master who will make announcements and recognize guests in the field. The Field Masters may also make some remarks or give instructions to the flights at this time. When the pack moves off to begin the hunt, all riders should take their position in their selected flight.

## E. POSITION IN THE HUNT

1. **Staff** (Huntsman, Whips, and Hounds)
2. **Masters and guests of the Masters** (e.g., a Master from another hunt)
  - The Masters, with their guests, will ride where they will, frequently serving in the role of Field Master, sometimes riding within a flight.
3. **Each Flight**

Tradition has dictated the following order:

- The Field Master
- Members hosting guests
- Hillsboro members with colors (members with greater seniority may precede newer members)
- Visitors invited to wear colors of their hunt
- Members not yet invited to wear colors
- Junior riders (18 years and younger)
- Green and red ribbon horses and riders

Experience has shown that, after the Field Master, the temperament and ability of the horses and riders following will dictate the order within the flight. Safety among the horses and riders is the greatest concern here: everyone must keep plenty of space between horses; hosts must stay with their guests; and riders will make and stay good friends if consideration and good manners prevail. Riders who wish to gain the graces of the Field Masters and MFHs will mind the closing of gates at the end of each flight.

Horses that habitually refuse at jumps and young or green horses should remain in the rear of the flight. Horses that kick will sport a red ribbon and must go at the back of the flight. They are not considered good candidates for the hunt field. Let us stress again: *safety and consideration of others is to be practiced at all times.*

## **F. THE END OF THE DAY'S HUNT**

At the conclusion of any hunt, the hounds are returned to the hound trailer or the kennel, if nearby. It is customary and appropriate for members of the flights to thank the Masters, the Huntsman, the Professional and Honorary Whippers-in, and the Field Masters. The hunt is then concluded.

## **G. MEMBERS OF HILLSBORO HOUNDS HUNTING AS GUESTS WITH ANOTHER PACK**

All Hillsboro Hounds members represent the Hillsboro Hounds when hunting as guests with other hunts. It is appropriate, on formal days as a guest in another hunt, to wear a plain black coat. Unless specifically invited to do so by a Master of another hunt as their guest, one should not presume to wear Hillsboro Hounds colors. Before mounting, make sure that you have paid the capping fee and signed the required waivers. Please stay at the rear of your flight as a guest is expected to do, unless riding with your host or invited by their Master to ride nearer to the front.

## IV. RULES OF THE FIELD

### A. PROTECT THE LANDOWNERS

We may only hunt because of the generosity of the landowners within our territory. Hunting through a landowner's property is not to be taken for granted, and it is the responsibility of all members to do their part to be good guests.

1. **NEVER DAMAGE A LANDOWNER'S PROPERTY:** Never cut, dismantle, or damage fences or gates, or allow livestock to escape. Report any damaged gates or fences immediately to a Master, Field Master, or Huntsman.
2. **PROTECT THE LANDOWNER'S FIELDS AND CROPS:** Ultimately, follow the instructions of the Field Master. Stay to the edge of the fields or in the field rows, avoid unharvested crops, and do not take shortcuts. Follow the Field Master, who may call, "Single track," (meaning to follow single-file to minimize trampling of crops) or, "Make your own line," or, "Spread out" (to avoid tearing up turf with a single track of so many horses).
3. **NO SMOKING:** Smoking is **not** permitted during a fox hunt. The risk of burn is too great, and the smell of smoke is detrimental to the hounds and to your neighbor.

4. **CLOSE GATES:** If the gate was closed when your flight came to it, close it back. If it was certain to be open, leave it open. Never leave a gate open that was not already open, even for a few minutes, and be sure that you latch all gates securely. If you are the last to go through a gate and not sure whether it was open or closed, close it and reattach the chain. (The Huntsman or Staff needs to be told about this gate after the hunt as you might have trapped livestock in a place not agreeable to the landowner.) If you unlock or unchain a gate, make sure it is locked and chained back. If you are the last to jump a coop and not sure whether the pole was up or down, put the pole up. Usually, instructions will be given on gates or poles but if in doubt, always follow the above guidelines. Most importantly, listen for instructions from your Field Master!
  
5. **STAY OFF LAWNS, GARDENS, FLOWERBEDS, ETC:** There is no reason to ride closely to the landowner's houses, barns, and outbuildings, unless directed to do so by your Field Master or one of the Masters. Landowners do not appreciate your horse trampling their lawns, gardens, flowerbeds, etc.
  
6. **KEEP IT CLEAN AND LEAVE NO TRACE:** Please do not clean out trailers at the meet. Take all refuse home for proper disposal.

## **B. RULES OF THE PACK, THE STAFF, AND THE FIELD**

1. **REGARDING HOUNDS:** Allowing the hounds to do their job without interference is primary. Do not jump a fence until all hounds are clear. Turn your horse **toward** passing hounds to avoid kicking one. Always yield to a hound on the trail or a hound working in your vicinity. Advise the rider in front of you if a hound is passing through or approaching from the rear by saying, “Ware hound left,” or, “Ware hound right.” Say it once, clearly; more is not needed.

**The only people who have authority to address a hound are the Huntsman, Staff, and Masters. Do not call to, cheer, rate, discipline, drop your whip (which means to lower the lash below your horse’s belly), or gesture to the hounds. Distracting the hounds without express instruction from the Huntsman, Staff, or Masters is to be avoided.**

2. **DO NOT PASS THE FIELD MASTER OF YOUR FLIGHT:** You should follow (and keep up with) the Field Master of your particular flight. You are not permitted to follow a Master who is NOT acting as Field Master unless specifically invited to do so. If you wish to pass a Master who is not acting as a Field Master, you should ask and receive permission before doing so.
3. **YOUR PROPER POSITION IN THE FIELD:** While foxhunting is not a competitive sport, riders

with greater seniority are afforded the position just behind the Field Master. You should share position with other riders of the same rank, yielding to another rider if you have been enjoying the front for a period of time. All riders should take a turn at closing a gate, replacing a pole over a jump, or staying with another foxhunter who needs assistance. Gracious consideration of one another is appreciated. Please encourage guests and their hosts to ride forward if they desire.

4. **DO NOT TALK WHILE THE HOUNDS ARE HUNTING:** Hunting depends on the Huntsman, Staff and Field Masters' ability to hear the pack, to follow them while staying within earshot. Being able to hear the hounds is imperative. When you talk during a lull in the hunting (called a "check"), keep your voice low, especially when the Field is large. Silence allows your Field Master to hear and keep the entire flight in position to enjoy the hunt. Remember that if you can hear the Staff, they can hear you.

## **C. THE FIELD MASTERS AND MFH'S INSTRUCTIONS**

Foxhunting relies on standard commands for reacting to many different situations. Some commands are verbal and some are visual; knowledge of these commands is essential because they require quick, decisive actions. Failure to execute them properly may endanger someone's safety or interfere with the work of the hounds and Staff. In extreme

cases, the Field Master may send any disruptive participant in for the day (either mounted, car following, or on foot).

Many of these commands can be anticipated simply by being alert and watching the riders ahead of you, as well as by watching the Field Master and Staff.

1. “STAFF PLEASE” or “WARE STAFF” may be said by a Staff member or a member of the Field. This command requires immediate yielding of the right-of-way to a Staff member, most often a Whipper-In. Back your horse off of the trail with its head toward the Staff member and remain in position until the Staff member has passed. You may also move your horse to one side of the trail if the Field is moving.
2. “REVERSE THE FIELD PLEASE” is the signal for each member of the Field to back off of the trail so that the Hunt can reverse itself and back track.
3. “FORWARD REVERSE” is the signal for all Riders in a flight to continue following the horse in front of them, moving forward, and then reverse direction at the spot where the horse immediately in front (of you) has turned and reversed. It is simpler in performance than the description suggests.
4. “WARE WIRE,” “WARE HOLE,” “WARE BOG,” or “WARE VINE,” etc. are warnings passed back to the rider behind you to warn there is a hazard. Please do this in a subdued voice (if possible), but loudly enough to be heard by the next rider. Point to the hazard so that the rider will readily recognize it.

5. “HOLD HARD” is a hand signal made with a vertically raised arm, usually with the voice command to “HOLD HARD.” You should **halt immediately and be still** without catching up with the horse in front of you. Try to position your horse where it cannot kick or be kicked by another horse. This signal is often given by the Field Master in order to listen for the pack in silence, or to allow the pack to cross the trail.
6. “RIDER DOWN” is shouted if a rider ahead of you has fallen and may be in your path, especially at a jump. If you hear this signal, do not proceed until the fallen rider is safely out of your path and someone has stopped to assist.
7. “TALLY HO” is the cry that every foxhunter longs to give. If you have the thrill of viewing the fox or coyote, stand still, facing your horse in the direction taken by the quarry, and hold your arm in the air. Shout “TALLY HO” two or three times while pointing your arm in the direction of the game.
8. “SINGLE TRACK” or “SINGLE FILE” is the command given by the Field Master when passing over ground that is easily damaged or when passing through a narrow opening. This command means to proceed in single file, directly behind the horse in front of you. It should be relayed back through the Field in a subdued voice.

9. “MAKE YOUR OWN LINE” or “SPREAD OUT” is the command given by the Field Master when the going is heavy and single file could cause the ground to become damaged. All horses should form a line abreast of each other, moving across the fields or woods until the problem is cleared, and then return to proper position.
10. “LOOSE HORSE” is the signal that a horse has lost the rider and is loose. When this cry is heard, stop your horse and look for the loose horse that may be running at a full gallop and may pose a threat to others. Do nothing that will excite the horse further. **Do not chase the horse.** Usually the loose horse will allow itself to be caught easily and then can be led back to the rider.
11. “HARK” is the signal given by the Field Master or a member of the Field who has heard the pack “open” (beginning to cry or speak). Immediately become silent and look for direction from the Field Master. If you are the field member who has heard the hounds, raise your hand in the direction from which you heard them so that the Field Master can take advantage of this information.
12. “WARE HOUND LEFT” or “WARE HOUND RIGHT” is what you will hear from another field member who is warning you that a hound is overtaking you from the rear on one side or the other. Yield to the hound, then notify the rider ahead of you by repeating “WARE HOUND (LEFT or RIGHT)”

in a subdued voice. Repeated calls are not needed – the hound has already gone ahead.

13. “RUNAWAY” is the signal that a rider has lost control of his horse and that the horse is running away. This signal may be given by anyone. It is important not to panic but to get out of the way.

## D. RULES FOR YOU AND YOUR HORSE

1. Do not crowd the horse in front of you; it is neither polite nor safe. Maintain a safe distance. Awareness of the space in front and behind you is requisite. A distance of one to two horse length’s separation is considered a good rule to follow. *A rider with an arm held horizontally behind the back is signaling that you are crowding the rider’s horse and annoying him.* Almost any horse will kick if run up on or otherwise provoked.
2. If your horse kicks habitually, tie a red ribbon in its tail and stay at the rear of the Field. You do not want your horse to injure a rider or another horse; therefore, avoid riding a known kicker. A horse that injures others may be permanently excused from the hunt.
3. Ribbons and their meanings: red indicates the horse is a kicker; green indicates the horse is new to foxhunting; and white indicates the horse is for sale.
4. Do not lag behind. If you cannot keep up, you must get permission from the Field Master either to change

flights or to leave the Field to go in. If you must go in, obtain permission and directions from the Field Master. If you have been left behind and your circumstances prevent you from being able to speak to the Field Master, ask the nearest member of the Field to notify the Field Master at the next available check. PLEASE, do not simply disappear from the Field.

5. Do not begin a Hunt with the idea that you will not stay to the finish; have yourself and your horse in good condition so that you can keep up with the Field and finish the hunt.
6. When hunting, you should be either 1) in the Field, 2) catching up with the Field after stopping for an unavoidable reason, or 3) returning home after receiving permission and directions from the Field Master.
7. A rider must ask permission from the Field Master before changing flights. Changing back and forth during the day is discouraged, as it quite often presents problems for the Field Master and other riders.
8. Provide assistance. If another rider has trouble and needs assistance, the Field Master will decide next steps. The Field Master may ask the nearest rider to stop and help.

9. Pole and gate etiquette: closing gates and raising poles which were let down is the responsibility of the last person to pass. The person nearest should stay nearby to assist. This is one of the duties that usually falls on someone who is working for colors, but it is also a courtesy provided by any and all members of the Field.
10. When approaching a jump, form a distinct line, single file, separated by four to five horse lengths, and jump in order. Do not cut in front of another rider. If a rider ahead of you falls before or after the jump, cry, "RIDER DOWN," and do not proceed until it is safe to do so. Do not ride so close behind the horse ahead of you that its refusal also causes your horse to refuse, or so close that you would be dangerously close to the rider ahead of you if he or she were to fall in front of your horse. Look out for and yield to Staff and hounds!
11. If your horse refuses a jump, you should go to the rear of the line before making another attempt. If your horse refuses only once during a hunt, you may resume your position in the Field at the next check. If your horse refuses more than once during the hunt, you should stay in the rear of the Field for the remainder of the hunt.
12. If your horse damages a jump, you are responsible for repairing it. Due to livestock issues, stop at once and make repairs on the spot, getting another rider to help if necessary. If the damage is too serious to repair

without tools or help, make careful note of the location of the jump and the nature of the damage, so that you can explain the damage to the Field Master and the Staff. This will enable them to find it when they return with the necessary materials.

13. If unavoidably separated from the Field, follow their tracks or stay on roadways. Do not take a short cut that could place you ahead of the Huntsman or hounds, as this would interfere with the working of the hounds and spoil the day's sport.
14. Arrive early enough to be mounted at least 15 minutes before the announced time for the hunt to begin. For example, if it is a 9:00 AM fixture, be mounted no later than 8:45 AM. If you unavoidably arrive late and wish to find the hunt, follow their tracks or ride on the side of a paved road. Do not try to guess the hunt's location, as you will possibly find yourself in the path of the Huntsman and the hounds.
15. Use the "buddy system," especially when riding at the rear of the Field. This will ensure that no one falls behind or falls off their horse without someone being aware of it. This is especially important for the last person in the Field, newcomers, and guests.
16. If your horse runs away with you, do your utmost to get it pulled up. Don't panic! After the horse is pulled up, do something to prevent it from running away with you again, either immediately or at least for

future hunts. Horses deemed unsafe by the Masters are prohibited from the Field.

17. If you happen to see deer being flushed from covert, do not announce that the hounds are running deer because that is not necessarily true. The coyote or fox will often attempt to confuse its own scent with that of a deer, and the hounds could very well be on the trail of the proper game and not the deer. Only the Masters, the Huntsman, and the Whippers-In are in a position to judge the scent the hounds are running. They may ask a member of the Field what was seen, but **please do not comment unless asked**. Remember that only the Masters, the Huntsman and Staff are permitted to speak to hounds.
18. Cooperate with your fellow riders. We are all out to enjoy good sport and good fellowship. If you see improper behavior, you should quietly report it to the Field Master or to a Master, so that it can be addressed at the appropriate time.
19. Please silence all electronic devices. Turn off cellular phones. Phones are a welcome safety device in the event of an emergency, but it is not appropriate to make or receive calls after the hounds have been cast. The Staff and Field Masters may utilize radios and/or cellular phones as necessary for the safety and betterment of the hunt.
20. Do not charge up hills or gallop past other riders. Do not overtake another horse without asking permission

to pass from that rider. Conversely, if your horse has trouble keeping up, yield to other riders so that they are not detained and work on your horse's fitness. Always maintain a proper interval between your horse and the horse in front of you.

21. When passing other riders, proceed at only one pace greater than those you are passing; this applies to individuals and entire flights. If they are walking, then you can pass at a trot; if they are trotting, you may pass at a canter (NOT a gallop...); if they are standing at a check, you may pass at a walk or slow trot.

## **E. FIELD MASTER'S INSTRUCTIONS**

After years of hunting, the Masters of the Hillsboro Hounds have identified a number of behaviors, which, if avoided, will enhance the safety and enjoyment of all participants of the hunt.

1. Ride beside the Field Master only when invited to do so. The Field Master is continually planning the next move to keep the flight in the most advantageous location for all to enjoy the day's hunt. It is proper to stay single file behind the Field Master, especially while on a run. Do not gallop next to or at the flank of the Field Master or another rider. The Hillsboro country is quite hilly and, in many places, rugged. Always maintain a safe distance from other horses. If your horse is difficult to manage and habitually runs into other horses, it most likely needs to retire from the day's hunting.

2. Once again, be quiet enough to hear the hounds open. The Field Master regularly needs the assistance of attentive Field members to identify the proper direction to lead the Field. Listen. If the Field Master holds up a hand (“Hold Hard”), be silent and still immediately.
  
3. Let the Field Master know if you need to retire from the day’s hunting. You must also request permission from the Field Master to join another flight at a check. It is very worrisome to have someone inexplicably go missing from the Field. Under no circumstances is it permissible to make your own line or stray from the Field.

## V. ATTIRE AND TURN OUT

Proper hunting attire is conventional for two reasons. Over the years that people have been hunting, a form of clothing has been developed which, under average conditions of weather and terrain, comes closest to the most practical. Secondly, some of the pleasure of hunting, for participants and spectators, comes from the feeling of tradition and from the spectacle presented by the hounds, Staff, and Field. Each hunt prescribes its own hunting attire.

### A. FORMAL HUNT MEETS

#### 1. Gentleman member invited by the Masters to wear Hillsboro Colors:

- ASTM-approved black velvet safety helmet with attached harness. A top hat with scarlet cord is appropriate for the most formal occasions, such as Opening Meet, but a safety helmet is preferred when hunting.
- Scarlet coat with a scarlet collar and brass HH buttons. This is sometimes called a “pink” coat. According to legend, Mr. Pinque was a highly regarded English tailor who made gentlemen’s scarlet hunt coats. It became fashionable and desirable to have a coat made by Mr. Pinque, hence the term, Pink Coat.

- Button etiquette:
  - 5 buttons – Huntsman (or Masters who hunt hounds); scarlet coat with square corners.
  - 4 buttons – Masters; scarlet coat with square corners.
  - 3 buttons – Members of the Field; scarlet coat with rounded corners.
  - Canary vest with brass buttons. Gentlemen awarded their colors may wear HH brass buttons on their vests, if desired.
- White hunting shirt.
- White hunting stock, properly tied with plain gold stock pin worn horizontally. (A vertical pin identifies Huntsman, Masters, and professional Staff.)
- White breeches.
- Black dress boots with brown or tan tops, white boot garters (optional), and blunt spurs.
- Brown leather gloves; white string gloves are optional for inclement weather.
- Long hair should be neatly confined.

- No loud cologne or aftershave lotion.
- No sunglasses unless medically necessary.
- When visiting another hunt: black coat, tan breeches, and plain black dress boots (never field boots) are appropriate formal attire with the same helmet, shirt, stock and pin as above. The buttons for a gentleman's black coat may be black bone with HH in white. Some hunts may invite you to wear your HH colors when visiting. If you are unsure, go with black. When the Hillsboro Hounds joins another hunt in their country for a "Joint Hunt," an announcement will be made to clarify proper attire.
- A hunt whip with a thong and lash is appropriate and encouraged. A white hunt whip is only proper for the Huntsman and Professional Staff.
- A flask and/or sandwich case and wire cutters are appropriate accessories.

## **2. Gentleman not yet invited to wear HH Colors:**

- ASTM-approved black velvet safety helmet with attached harness.
- Black Melton or black twill coat with plain black buttons.
- Canary yellow vest with plain brass buttons.

- White hunting shirt with white hunting stock, properly tied with plain gold stock pin worn horizontally.
- Tan breeches.
- Plain black dress boots (no brown tops, no field boots) with blunt spurs.
- Brown leather gloves; white string gloves are optional for inclement weather.
- Long hair should be neatly confined.
- No loud cologne or aftershave lotion.
- No visible jewelry.
- No sunglasses unless medically necessary.
- A hunt whip with a thong and lash is appropriate and encouraged. A white hunt whip is only proper for the Huntsman and Professional Staff.
- A flask and/or sandwich case and wire cutters are appropriate accessories.

### 3. **Lady members invited to wear HH Colors:**

- ASTM-approved black or navy (to match coat) velvet safety helmet with attached harness.

- Black or navy Melton or twill hunt or frock coat with Old Gold collar with red piping and brass HH buttons.
- Number of buttons follows the same parameters as those for gentlemen. The Hillsboro Hounds does not use black bone buttons with white HH on any ladies' attire.
- Canary yellow vest with brass HH buttons.
- White hunting shirt with white hunting stock, properly tied with plain gold stock pin worn horizontally.
- Tan, buff, or canary breeches.
- Black dress boots with patent leather tops or plain black boots with blunt spurs.
- Brown leather gloves; white string gloves are optional for inclement weather.
- Long hair should be neatly confined.
- No loud cologne or perfume.
- No visible jewelry.
- No sunglasses unless medically necessary.

- A shadbelly coat with Old Gold collar and red piping with HH brass buttons requires a top hat with a black hat cord and is appropriate for the most formal occasions, such as Opening Meet, but a safety helmet is preferred when hunting.
- A hunt whip with a thong and lash is appropriate and encouraged. A white hunt whip is only proper for the Huntsman and Professional Staff.
- A flask and/or sandwich case and wire cutters are appropriate accessories.

#### 4. **Ladies not yet invited to wear HH Colors:**

- Same as ladies with colors, except no colors on collar, plain black buttons, plain buttons on vest, and plain black dress boots with no patent leather boot tops. No field boots.

#### 5. **Juniors:**

- Juniors must wear ASTM-approved helmets with harness attached. All other attire is the same as that for members not yet invited to wear colors. Quiet-colored tweed coats are always acceptable for Juniors as are jodhpur boots and garters. Tan top black boots are never proper for a Junior.

## B. INFORMAL HUNT MEETS: “RATCATCHER”

- Informal attire to be worn for non-formal hunts and early fall hunting.
- Brown, navy or black ASTM-approved velvet safety helmet with attached harness.
- Tweed hacking jacket of muted tones or black Melton (no colors on collar) jacket with plain buttons.
- Tattersall or canary vest.
- During the early (and quite often hot) fall season, the Masters may waive the designated attire. Plain polo shirts with a collar are most often acceptable early in the fall season. Turtleneck shirts are acceptable for early fall hunting, but not after Opening Hunt.
- Necktie or stock for gentlemen; choker, colored, or patterned stock tie for ladies. The stock pin of plain gold is worn horizontally.
- Buff, tan, or tastefully colored breeches – no white, black, patterns, or loud colors.
- Dress or field boots (black or brown); half chaps are not appropriate.
- Brown leather gloves; white string gloves for inclement weather.
- Long hair should be neatly confined.

- No loud cologne, perfume or aftershave lotion.
- No visible jewelry.
- No sunglasses unless medically necessary.
- A hunt whip with a thong and lash is appropriate and encouraged. A white hunt whip is only proper for the Huntsman and Professional Staff.
- A flask and/or sandwich case and wire cutters are appropriate accessories.

### **C. RAINCOAT OPTIONS**

- RIDING raincoats are permitted for ALL Hillsboro Hounds hunts and are to be worn at the rider's discretion. It is not necessary to ask for the Masters' permission. RIDING raincoats may be black, gray, brown, tan, navy blue, or olive drab. Bright colors and patterned or adorned fabrics are not acceptable.

### **D. CASUAL ATTIRE**

- Casual attire: riding pants, shirts with collars (short or long sleeved), field boots, or plain dress boots.
- All Fall Hunts before Opening Hunt are casual.
- Trail rides are always casual.

## **E. HUNT BALL**

- Gentlemen who have been awarded their colors are invited and have the option to wear white tie with scarlet tails, which should have a scarlet collar with Old Gold Faille lapels.
- Black tie is also acceptable for gentlemen members, those not yet awarded their colors, and guests.
- Ladies wear black or white (or black and white) evening apparel.

## **F. A BEAUTIFULLY TURNED OUT HORSE**

- It is a pleasure to all participants of the Hunt, as well as visitors and landowners, to see a Field of clean, groomed, clipped, and tidily tacked horses. Only white contoured saddle pads are appropriate (no colored pads, embroidery, or colored piping). All tack should be clean and well-conditioned, plain, strong, and unadorned. A braided mane and tail are customary for Opening Hunt.

## **VI. INCLEMENT WEATHER**

If it appears probable that a meet may be canceled due to inclement weather, check the Hillsboro Hounds website, Facebook page, or your own email. Most often, the Hunt Secretary will have posted a notice to the members of the cancellation or change in fixture.

We will endeavor to cancel (if necessary) 24 hours before a scheduled meet. If you hear nothing, assume we are hunting.

## **VII. THE MASTERS' ADVERTISING / PUBLIC RELATIONS / MARKETING POLICY**

We live in the modern world and the Masters of the Hunt want to educate the membership on the correct way to promote the Hunt. In general, our policy is that the Masters will decide, in advance, whether or not to be included in any type of publication. The “less is more” rule applies here.

Our sport is often under attack from anti-hunting and animal rights' groups. We want to make the smallest footprint possible. While wanting to attract fox hunting enthusiasts and like-minded conservationists to our group, we also want to avoid the attention of anti-hunting groups and individuals.

We are a not-for-profit corporation and we do not want our sport, images of hounds, or Staff presented in any type of commercial way. Prior to accepting the opportunity of writing an article for commercial publication, please discuss your desire with a Master. The Masters will consider your request and decide what is in the best interest of our hunt. The Masters usually are in favor of some limited publicity about our Opening Hunt. If tea hosts wish to have someone report on their festivities, then that is their choice. Otherwise, please present all requests for publicity to the Masters in advance.

### **A. PHOTOGRAPHER RULES**

- On roads and main driveways only.
- Never in front of hounds.

- No broadcasting on radio as a participant.
- Do not follow Honorary Road Whips.
- Not a commercial enterprise; photos may be given or shared freely, but not sold.
- Publishing requires advanced permission from Masters.
- No drones.
- No photography of any kind should hounds account for the quarry.

## VIII. OVERVIEW AND GUIDE FOR FIELD MASTERS\*

**\*Masters Note:** The Field Masters are such an important part of a successful hunt that we thought to include their specific training in our handbook.

First of all, THANK YOU! Being a Field Master with the Hillsboro Hounds is a leadership position; it allows you to serve as a role model for the membership. You were chosen for your horsemanship skills, knowledge of hunting and our territory, and most importantly your lack of ego. This job requires a level head in order to keep the riders in your flight safe and happy. Field Masters have an attitude of teamwork and helping each other.

### Flights defined:

- 1<sup>st</sup> Flight – This is for experienced foxhunters. This flight will go fast and take jumps. Field Master is not there to be a babysitter, but a leader.
- 2<sup>nd</sup> Flight – This flight should be as fast as First, except riders go through gates instead of jumping. You do not necessarily need to follow the same track as First, but riders are expected to be comfortable at a gallop.
- 3<sup>rd</sup> Flight – This is a more moderately-paced flight. This will be a **walk/trot and canter** flight going through gates. This is an ideal flight to introduce riders and horses who are new to foxhunting, but not new to riding.

- 4<sup>th</sup> Flight – This flight is for anyone of any age who wants to hunt at a more “leisurely pace.” This is primarily a **walk/trot only** flight. This is also an ideal flight to introduce riders and horses who are new to foxhunting or beginner riders.
- Hilltoppers (a.k.a. Car Hunting) – **Rules:** never leave the paved road (cars ruin the scent); slower is better – no speeding; yield to local traffic; wave to locals – we are “guests” in the neighborhood; always be as quiet as possible please; turn off car when stopped; keep partying discreet.

**Special Note:** Each Field Master is autonomous and allowed to go anywhere, except in the way of the Huntsman.

### **Notes that apply to ALL flights:**

- Have fun!
- Allow your flight the opportunity to watch the hounds and Huntsman work – but do not interfere!
- Keep your flight quiet while Staff or hounds are working.
  - A silent fist-in-the-air is a good reminder to keep voices down.
- Praise in public; admonish in private **ONLY**.
- If a member of your flight needs to be asked to 1) move back a flight or 2) retire early due to unsafe

riding or horse, this can be told to them politely and beneficially. Remind them that you are responsible for your entire flight and their safety is a priority.

- Let Masters make their own way; remind your flight they have the right of way.
- If you have a Master in your flight...you are screwed and will be judged, back seat driven, and second-guessed all day! If this is the case, please know that the Master loves you and only offers unsolicited advice because he or she just can't help themselves. Be thick-skinned and remember that the Masters appreciate the job you do and only want to help. Don't take any of them too seriously, as they don't either.
- Don't forget to look behind you! Check on your flight. Make sure they feel comfortable voicing their concerns (hopefully within reason). This brings us to the next point...
- There will always be someone who thinks they know better than you. You will need to have thick skin and drop your ego at the door. Be confident in your abilities and polite with your responses to these folks.
- Count your flight at the beginning, end, and throughout the day. Riders should be reminded to ask permission to leave or change flights.
- When appropriate tell your flight what the Huntsman/hounds are doing and where you are. It is

great to help your flight learn the country and be there to answer questions from your riders.

- Help your flight avoid the “slinky effect.” Be sure riders are keeping one to two horse’s length distance from each other, but not much more. If a rider cannot keep up, they may need to drop back a flight.
- When leading slower flights, wait for the group. Wait until everyone is down the hill before taking off. We are all in this together; it is not a race!
- Think of your horse’s welfare – be kind to them. Know the territory well enough to know where the Huntsman is going without following him each step. A good horse that is fit for the job is essential.
- Communication is key! Make sure riders in your flight are aware of correct terminology and hand signals used. For example: “Gate please,” “Ware hole,” “Make your own line,” “Forward reverse,” etc.
- Only pass other flights or riders at one speed faster than their own. If they are walking, you should be trotting. Please do not gallop past slower flights with inexperienced horses and riders.
- Even when you are not leading a flight, pay attention! Ask to ride up with the current Field Master so you can ask questions and learn from them. Take notice of their decisions, trails, and gates – we are all always learning from each other.

- Remember, you are a representative of Hillsboro Hounds. Set an example for the members of your flight; use proper hunting etiquette, turnout, and tack.
- Landowners always come first!
- Close any gate you open. If someone in your flight offers to get the gate, thank them and make sure they have someone staying with them. When appropriate you can begin to move on while they close the gate; same goes for poles on jumps.
- Be careful around livestock (do not run or startle).
- When it comes to planted fields, food plots, or cut hay: go around and stay on the edge of the field.
- Note any jump or gate repairs to Staff after the hunt. If needed, repair to the best of your abilities in the field.
- **Safety procedures:** When a rider has an involuntary dismount, the Field Master is in charge and needs to determine the following and take appropriate action.
  - **Rider is okay:** Remount and then move on.
  - **Able to ride back:** Partner with another member to get back to the Meet.

- **Needs car ride back:** Rider is okay but will ride back to Meet in a car; facilitate getting the horse back safely.
- **911 emergency:** Call from where the rider is down. Be sure the phone that makes the call physically stays with the injured rider so First Responders can track your location. Will the ambulance be able to get to the injured person or do they need to assist with an ATV/side-by-side? Be clear when requesting help.
- If needed, a current list of members and emergency contact information is in the waivers box in the hunt trailer.
- There is a small supply of safety items in the hunt truck for Emergency Use. Staff and Honorary Staff are not medics or veterinarians – use materials at your own risk. If you use items from the truck, please inform Leilani Gray so she can replenish the kit.
- Waivers – Be sure any new riders in your flight have signed a current Hillsboro Hounds waiver. These can be found in the hunt trailer, along with a list of people who are up to date on their waivers.
- **Radios:**
  - Pick up your radio at least half an hour before the Meet and return before dismounting, preferably.

Radios are kept in a duffel in the hunt trailer. Turn your radio on and make sure it is working and on the correct channel before you mount.

- If there is a need to discuss something on the radio, keep it brief!
- Please treat the radios carefully, as they are expensive.

## **IX. THE MASTER'S LAND CONSERVATION POLICY**

The Masters of the Hillsboro Hounds want to preserve the Cornersville/Lynnville, Tennessee area as a place for enjoying our sport forever. This is a lofty goal and can only be obtained by having all of its members understand the fact that big pieces of raw land are very scarce and need to be preserved.

Since its founding in 1932, the Hillsboro Hounds has hunted in the following areas:

- Brentwood, TN
- Leipers Fork, TN
- Cool Springs (Franklin area), TN
- Wartrace, TN
- Panorama Country (Back to Leipers Fork)
- Fayetteville (Cold Water), TN
- Cornersville, TN

All are now unusable for hunting, except for our current location: the Cornersville/Lynnville territory. The problem is that as land prices increase, there is increased pressure to keep dividing the land into increasingly smaller tracts. If this happens in our current territory, we will have to move again.

The Masters of the Hillsboro Hounds want to educate the subscribers on ways to preserve the “Fox Hunting Way of Life” for future generations in our current location.

Our Cornersville History began in 1962 under the auspices of Robert Harwell, Sr. For the last 45 years, the Hillsboro Hounds has successfully been hunting the Cornersville country. Our relationships with neighboring landowners and farmers have been carefully nurtured using reciprocal hunting agreements and by taking care and being mindful of our neighbors’ properties as we cross.

**Our first and most important educational points are:**

- Be kind to all neighbors.
- Allow fellow landowners to hunt your property.
- Carefully follow the rules of our sport so as to keep all landowners happy and willing to let us hunt their land.
- Always drive slowly.

We are currently blessed to have many of our members as landowners. This is good as we are all like-minded when it comes to Fox Hunting. We want to encourage our members to buy land in the Cornersville area. If it makes sense for the landowners to do so, the Masters encourage them to put their land in a conservation easement, such as the Land Trust for Tennessee. This is how we can protect our territory for forever.

We want our members to do what they can to keep tracts of land relatively large. Our goal is to try not to get tracts less than 100 acres. When the land keeps dividing, the hunt has to cross more jumps & gates and before you know it, the sport has lost its speed. We want to educate our members about fencing, coops, and gates. The fewer the fences, the better the sport.

## **A. THOUGHTS ON “FENCING”**

Our overall intention is to keep big tracts of land together with as few fences as possible. Fences slow the sport; less is more.

1. Perimeter Fences – Agricultural in nature with sufficient gaps, crossings, and gates are good.
2. Interior cross fences are discouraged.
3. Paddocks with a 36-foot (minimum) clearance area all around are ideal, preferably less than 10 acres in size.

Make all jumps and riding gates on level ground and as safe as possible. We want to keep them secure for our neighbors' livestock and well maintained. Please report any fencing problems to a Master as soon as you can.

Trail maintenance is a safety issue and important to our sport. Please consult the Huntsman or Masters as you are designing new trails. Property perimeter trails are usually a good idea and helpful to the Huntsmen.

## X. GLOSSARY OF FOXHUNTING TERMS

**AWAY:** A fox has “gone away” when he has left covert. Hounds are “away” when they have left covert on the line of a fox.

**BLANK:** To draw blank is to fail to find a fox.

**BUTTON:** The distinctive button of a hunt. Members may not wear the hunt buttons until they have been awarded their colors by the Masters.

**BRUSH:** A fox’s tail is always called a brush.

**BYE:** A bye day is a hunting day not scheduled on the fixture card (an extra dividend).

**CAP:** Headgear for foxhunters. Must be ATSM-approved with an attached harness. This is also called a hunt cap.

**CAPPING FEE:** A Capping Fee is a fee charged for hunting with a hunt of which one is not a member. A Hillsboro Hounds member who hunts at the invitation of another hunt should be prepared to pay a capping fee to that hunt.

**CAST: 1)** A planned move in search of a line (trail of the fox’s or coyote’s scent). **2)** To make a cast. Hounds may cast themselves or the Huntsman may cast them into covert.

**CHECK:** An interruption of the run caused by hounds losing the line.

**COLORS:** **1)** The distinctive colors that distinguish the uniform of one hunt from another – usually a distinctive color of collar on a scarlet or black coat. **2)** To be awarded or given the colors is to be given the right to wear them as well as the hunt buttons.

**COOP:** A two-sided sloped wooden jump built into a wire or wooden fence. It is normally three-feet to three-feet and six-inches high. Almost all Hillsboro country coops are three feet or lower.

**COUPLE:** **1)** Two hounds (any sex); the term is used for convenience in counting. **2)** A collar for keeping two hounds attached to each other for convenience in control of training. **3)** To attach two hounds together by use of couples.

**COVERT:** (Pronounced “cover”) A patch of woods or brush where a fox or coyote might be found.

**CROP:** The stiff portion of a hunting whip to which the thong is attached. (The whole whip, i.e., crop, thong, and lash, is referred to as a hunt whip, not a crop.)

**CRY:** The sound given by hounds when driving and trailing, e.g., “The pack is in full cry.”

**CUB:** A young fox.

**CUR-DOG:** A dog other than a fox hound in the hunting field.

**DOG FOX:** A male fox.

**DOUBLE:** To “double the horn” is to blow a series of short sharp notes which signify that a fox is afoot; this is used to excite the hounds at the early find of a fox.

**DOUBLE-BACK:** A fox that returns to covert after having left it is said to double-back.

**DRAW:** 1) To search for a fox in a certain area, e.g., “to draw a covert.” 2) The act of drawing, e.g., “Thorny Wood is a difficult draw.”

**DRIVE:** The urge to go forward on the line, e.g., “That hound has drive.”

**DWELL:** To hunt without going forward. A hound that lacks drive is apt to dwell.

**EARTH:** Any place where a fox goes to ground for protection, but usually a place where foxes live regularly, i.e., a fox den.

**ENTER:** A hound is “entered” when first regularly used for hunting. “This year’s entry” are the hounds entered or to be entered this season.

**FALL HUNTING:** Early hunting before the formal season – a time to train young hounds and less experienced horses to the sport. The early fall months are also a good time for new members to learn the country and to become comfortable hunting.

**FEATHER:** Hounds “feather” when they indicate, by actions rather than by voice, that they are hunting on a line or near it. Tails (or “sterns”) are waved, heads are down, and activity is concentrated and intensified.

**FIELD:** The group of people riding to hounds, excluding the MFH, Huntsman, and Staff.

**FIELD MASTER:** The person designated by the MFH to lead the Field. Masters may designate themselves as Field Masters.

**FIXTURE:** The time and place of the meet or assembly of the hunt. A fixture card is emailed by the Hunt Secretary to list the fixtures for the upcoming month. Current fixtures are available on the website: [www.hillsborohounds.com](http://www.hillsborohounds.com).

**FLIGHT:** The Hillsboro Hounds Field is divided into four flights. Riders should assess their own horse’s abilities before deciding on which flight to choose. Many times a seasoned rider will choose a slower flight that will best suit a given horse.

**GOING:** The condition of the ground as it pertains to a horse’s ability to safely gallop, such as “hard,” “deep,” or “wet.”

**GONE AWAY: 1)** A fox has “gone away” when it has left the covert. Hounds are “away” when they have left the covert on the line of a fox. **2)** A sound blown on the horn by the Huntsman to indicate that the fox has left the covert with hounds in pursuit.

**GROUND:** “To go to ground,” or to take shelter (usually underground), e.g., “The fox went to ground in the main earth east of the swamp.”

**HACK:** To ride one’s horse to the hunt meet.

**HEAD:** To head a fox is to cause it to turn from its planned direction of travel. This usually causes a check. This is one of the primary reasons that it is unacceptable for any Field Member to be anywhere but in his or her proper position in the field! This is also referred to as “turning the game.”

**HEEL:** Hounds following the line in the opposite direction from the way the fox runs are running “heel,” also called “counter.”

**HILL TOPPERS:** People following in cars on the road, a.k.a. car hunting.

**HOLD HARD:** “Stop please!” The field should come to an immediate stop without running up on the horse in front.

**HONOR:** A hound “honors” when giving tongue or speaking on a line that another hound has been hunting.

**HONORARY:** A term used to indicate that the hunt member serving in some official capacity is not paid for service to the Hunt.

**HOUND WALK:** The Huntsman and Staff take the hounds out to “walk” in the late summer to ready their fitness and training for the approaching hunt season.

**HUNT WHIP:** The assembly of crop, thong, and lash is known as a hunt whip.

**HUNTSMAN:** The person who actually hunts the hounds in the woods and fields.

**JOINT MASTERS:** Two or more Masters of Foxhounds (MFHs) in a group are considered Joint Masters.

**LARK:** To jump fences unnecessarily when hounds are not running. Larking may annoy the Masters, Staff, other riders, and/or landowners, and should be done only with the permission of the Field Master.

**LASH:** The short piece of cord (occasionally leather) attached to the loose end of the hunt whip thong.

**LIFT:** To carry hounds forward. Usually implies that hounds were hunting when lifted.

**LINE:** The trail of the fox.

**LITTER:** A group of young born of the same mother at the same time. In foxhunting, this term applies to whelps (puppies) or cubs.

**MARK:** When the hounds account for a fox up a tree or in ground by baying.

**MASTER:** The MFH. The person(s) in command of the Hunt in field and kennels.

**MEET:** The assembling of the Hunt for a day's sport, e.g., "The Meet tomorrow is at ..." or, "Hounds meet tomorrow at ..."

**MUSIC:** The cry of the hounds is called hound-music.

**NOSE:** The ability of a hound to detect and interpret the scent.

**OPEN:** Hounds are said to "open" when they first speak on a line.

**PACK:** The Hunt's collection of hounds.

**PAD:** 1) The foot of a fox. 2) The center cushion of a hound's foot.

**PANEL:** 1) The portion of any fence between two posts capable of being jumped by a horse. 2) A wooden jump built into a wire or wooden fence. It is normally 2'6" to 3'6" inches high. Sloped jumps are referred to as coops.

**PICK-UP:** The Huntsman picks up the hounds (or lifts them) to move them to another covert or to go home.

**QUARRY:** The game (fox, coyote, and occasionally bobcat) hunted by hounds.

**RATCATCHER:** Informal hunting attire, which is also correct attire for the early fall hunting season.

**RATE:** A warning cry given to correct hounds. A scolding set of words to hounds, such as “Back to him” or “Ware riot.” (It is not appropriate for the Field to rate hounds unless specifically asked to do so by Staff.)

**RIOT:** When the hounds hunt anything other than a fox, coyote, or bobcat. Deer are the most common riot.

**RUN:** A period during which hounds are actually hunting on the line of the quarry. This usually implies a gallop for the Field as opposed to a “hunt in covert” after a twisting fox.

**SCENT:** The smell of a fox. The physical and chemical phenomena by which the smell gets from the fox’s footprints to the hound’s nose. Scent can be good or bad, meaning easy or difficult to follow, depending generally on weather.

**SPEAK:** To give voice or tongue; to open. Usually spoken of a single hound, e.g., “I heard Elias speak on a line.”

**STAFF:** The Huntsman, Whippers-In, Secretary, Treasurer, and the Field Masters.

**STERN:** The tail of a hound.

**TALLY HO:** Words used when the quarry (fox, coyote, or bobcat) is viewed. Raise your arm and point in the direction in which you saw the game move. This CRY is intended to advise the Huntsman, Master, Staff, and members of the Field of the location of the quarry.

**THONG:** The long flexible leather portion of a hunting whip joining the last to the crop.

**TONGUE:** Cry; hounds “give tongue” or “speak” when proclaiming with their voices that they are on line.

**TRAIL:** A lane cut through the woods.

**VIEW:** The sight of the game; to see the game, e.g., “The Field viewed a coyote.”

**VIEW HOLLOA:** The name of the cry given by a person upon viewing a fox. This traditional, primordial scream is reserved for Masters, Huntsman, and Staff. When you, as a Field member, are the first to view the quarry, you should call “Tally Ho,” raise your arm, and point it in the direction in which you saw the game move.

**VIXEN:** A female fox.

**WALK:** Puppies are “sent out at walk” in the summer and fall of their first year in the care of members of the Hunt to teach them about people and the sights and sounds outside the kennel.

**WARE:** An abbreviation of BEWARE. Example, “Ware wire,” or, “Ware hole.” Speak this warning in a **subdued** voice to alert riders behind you of a hazard. This can be wire, a hole in the ground, broken glass, trash, etc., which might injure a horse. As you pass by the hazard, pass the information to those behind you while pointing to the hazard.

**WHELP:** A young puppy / To bear puppies, e.g., “That hound was whelped on September 5, 2017.”

**WHIPPER-IN:** (Whip) A Staff member who assists the Huntsman in the control of the hounds. The Field always yields to Staff.

A group of riders on horseback is riding down a paved path in a scenic, wooded area. The path is flanked by tall grass and trees, and the background shows a dense forest of green trees under a clear blue sky. The riders are silhouetted against the bright light, and the overall atmosphere is peaceful and inviting.

***Come join the fun!***

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