

**Member and Subscriber
Handbook**



**Whiskey Road
Foxhounds**

Foreword

Whiskey Road Foxhounds was established in April of 1976 and was registered in 1977, with the Masters of Foxhounds Association of America. In January of 1979, having met the requirements and standards set by the MFHA, the WRFH was officially recognized by the MFHA. The WRFH has registered with the MFHA, and regularly hunts, large tracts of land in Aiken, Allendale, Hampton, Lexington, Saluda and Bamberg counties.

Cub-hunting begins in October. The formal season begins with Opening Meet, which is held the first Sunday in November. Hounds go out two times per week, Thursdays and Sundays, through mid-March.

The pack is kenneled near the Vale of Montmorenci in Aiken County and is supported by subscription. There are a variety of subscription categories that are listed in the annual "Invitation to Hunt" sent out by the Masters in late spring.



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Introduction

Foxhunting etiquette is mostly a matter of common sense and common courtesy. However, since foxhunters are only human, they sometimes need to be reminded of what they should and should not do while riding in the field.

This handbook is an attempt to present the basics of proper hunting etiquette. It is by no means complete, but if followed, it should serve to help keep you, your horse and other riders out of trouble.

It is designed to help you learn the correct way to follow hounds so that it will not be a foreign language, so that you will not be embarrassed by appearing to be ignorant (uninformed), but most importantly, so that you will enjoy a safe hunt.

Parts of this handbook were taken directly from Riding To Hounds In America¹ and Beaufort's Fox Hunting². There are additional books on the subject of foxhunting. It would certainly be helpful for the novice hunter or anyone interested in more in-depth knowledge, to read some of the available literature.

¹ Wadsworth, William P., MFH: Riding To Hounds in America, published by the Chronicle of the Horse, Inc., Middleburg, Virginia.

² Beaufort, Henry Hugh Arthur Fitzroy Somerset, Duke of Fox-Hunting, David & Charles (Publishers) Ltd., London 1980; U.S. Publisher: David & Charles, Inc., North Pomfret, Vermont, 05031

Etiquette

(Quoted from Mr. Young's The Ten Commandments of Fox-Hunting, by the Duke of Beaufort³)

Article I

Every man shall present himself at the place of meeting quietly, suitably clothed and in good time. He who rides his hunter steadily thereto is better than he who uses a hack. He who drives tandem for display or who uses any manner of engine or machine except as a necessity, is an abomination.

Article II

Every man shall first salute and speak words of comfort to the Huntsman and the whippers-in, knowing full well that they have hard work to perform. He shall then count the hounds and examine them with great joy, but in a quiet manner. He shall likewise cheerfully salute his friends. He that shall say the day will be a bad scenting one or in any manner endeavor to prophesy evil, is an abomination.

Article III

It is acceptable that those of experience shall at all times, give explanation and encouragement by word and deed to all young persons, so that fox-hunting may continue in the land from generation to generation. He who thinks he knows, when he knows not, is an abomination.

Article IV

Every man shall remember that the ground he passes over is not his own property. Whosoever uses not due care and consideration is an abomination.

Article V

He who talks loudly or who leaps unnecessarily is an abomination. He who wears an apron or mackintosh on wet days or who uses any other device for making a mountebank of himself or who in any way causes inconvenience to any hound or hunt servant is an abomination.

Article VI

If it be possible, let every true believer abstain from all meat and drink, save only such as necessary to sustain life. Let the whole day be kept as a special fasting and strengthening of the mind for the Chase. In the evening he shall partake of suitable meat and drink and on the evening after a good day he shall have special allowance.

Article VII

He who, of his own free will, goes home before the hounds do, or who is displeased with the day, or who is not full uplifted, joyful and thankful because of the day, is an abomination.

³ Ibid., Pp. 197-198

Article VIII

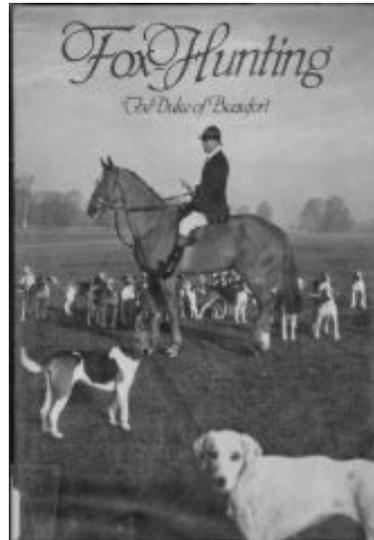
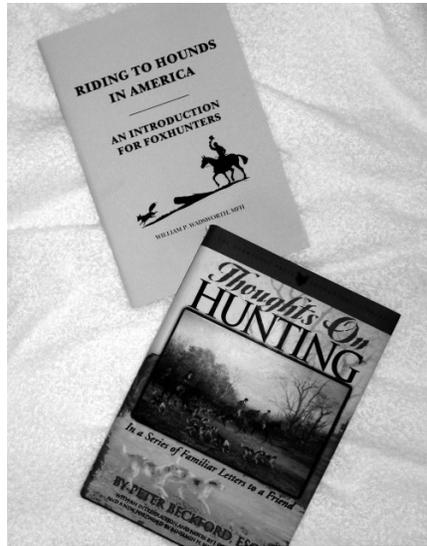
Whosoever kills or takes a fox by any other means save by hunting is an abomination; his dwelling shall become desolate and his possessions a desert; may his mind be filled with bitterness and his body with pain.

Article IX

Whosoever lives a cheerful, good neighbor, striving to help and encourage his friends at all times and who hunts on foot if he has not a horse, and by whose behavior the Scarlet is never brought into dishonor, may he live long and be happy and may his possessions be as the sand by the sea-shore for multitude.

Article X

And may all men, rich and poor, have equal rights and pleasures in the Chase if they devoutly agree to these articles."



Personnel Rank and Order

1. MFH, Master of Foxhounds

The Masters are in charge of every facet of the hunt and represent the authority of the WRFH. They should be accorded respect and courtesy. They are responsible for landowner and public relations, huntsman's duties and activities, membership, hunt country, financial obligations and hunt expenses.

2. Staff

The Staff is comprised of the Huntsman, Whippers-In and Field Masters.

3. Huntsman

The Huntsman is responsible for the hunting performance of the hounds. During the hunt, he controls them with his voice, horn and whip and is aided by the Whippers-In. The Huntsman is also in charge of hound care, feeding, breeding and training. The Huntsman, in cooperation with the landowners, oversees all of the hunt panels and gates accessing hunt territory.

4. Whippers-In

This term refers to the Huntsman's assistants and are frequently called Whips. A Whipper-In helps the Huntsman control the pack, lets the Huntsman know where the hounds are and where they are headed and what game they are chasing.

5. Field Master

The Field Master leads the mounted members and subscribers (the Field) during the hunt. He or she keeps the field as close as possible to the Huntsman and the pack, but not close enough to interfere with them. They are responsible for maintaining order and safety in the Field, as well as protecting the interest of the landowners. Listen carefully to their announcements and follow their instructions during the hunt without hesitation. Riders in the field should never allow their horse to pass or get ahead of the Field Master.

6. Hounds

The hounds collectively are called a Pack. Hounds are not referred to as "dogs". A male hound is called a "dog hound" and a female hound is called a "bitch". Regardless of sex, hounds are counted in two's and are called a "couple". For example, four hounds are two couple, five hounds are 2-½ couple. Foxhounds are a breed just as a German Shepherd is a breed. There are three types of Foxhound: English, American and Crossbred. Our pack is made up of both English and Crossbred hounds.

7. Hunt Committee

A group elected by the members to advise the Masters on matters pertaining to the operation of the hunt.

Personnel Rank and Order

8. Honorary Secretary:

The Honorary Secretary is the business manager of the Hunt. She collects all capping fees, liability releases, Coggins tests and other charges due from members and guests. She also keeps the current membership and mailing lists and is responsible for correspondence to members, subscribers and guests.

9. Treasurer:

Budgets and manages the financial income and disbursements of the club.

Traditional Order in the Hunt Field

Staff

Field Master

Guests of the Master

Members who wear colors

Visitors invited to wear colors of their hunt

Subscribers who have not yet been awarded colors

Guests without colors

Junior riders*, 18 and under, with or without colors

Horses that refuse and/or kick regardless of rider's status

Hilltoppers

**** Any adult rider may join Junior Riders***

Rules and Etiquette of Foxhunting

Please remember that these rules are more for safety reasons than anything. The two greatest rules are, however:
Never damage a landowner's property, and, Never do anything that will harm a hound.

Rules to Protect Our Landowners

- 1. Never damage a landowner's property, cut or damage his wire fences or gates or allow his livestock to escape.** It is much better for the future of the hunt if you are left behind than to upset a landowner by damaging his property or allowing his livestock to escape.
- 2. Do not hack over the hunt country on non-hunting days.** The hunt as a group has permission to ride over certain terrain during a scheduled hunt only. You as an individual do not, unless you have the landowner's express permission.
- 3. Protect the landowner's fields and crops.** Stay to the edges of the fields or headlands and in the field roads, avoid unharvested crops and do not take shortcuts. Follow the Field Master, who will sometimes command "single track!" which means follow in his track, single file to minimize trampling of the crops.
- 4. No smoking.** Smoking presents a serious fire hazard to our hunt country. Our landowners rely on their forests and fields to provide them the income that allows them to keep their land, which in turn we are allowed to enjoy at their whim. Many fields have storage areas for baled hay which is extremely flammable as well as very essential feed in the dead of winter. We cannot take the chance of starting a fire on their property.
- 5. Close gates.** NEVER leave a gate open that was not already open, even for a few minutes and be sure that you latch it securely. If you are the last to go through a gate and are not sure whether it was open or closed, CLOSE IT. If the gate has a lock on it, LOCK IT. If you unlock a gate, make sure it is locked back.
- 6. Stay off lawns, gardens and flower beds.** It may not look like much to you, but the landowner keeps it up and will not appreciate your horse trampling it.
- 7. Walk past all livestock and chicken houses.** Horses moving too quickly past livestock and chicken houses is upsetting to these creatures and consequently will upset the landowners.

Rules and Etiquette of Foxhunting

Rules of the Pack, Staff and the Field

- 1. Never do anything that might harm a hound.** Do not jump a fence until all hounds are clear. Turn your horse's head toward passing hounds to prevent kicking one. Always yield to a hound on the trail or working in your vicinity.
- 2. Do not pass the Field Master.** Do not come alongside of them without an invitation.
- 3. Take your proper position in the Field and stay there.** Foxhunting is not a competitive sport. It is not necessary to be right in front in order to enjoy the hunt. Defer to those with more seniority as they have earned as much.
- 4. No talking while hounds are cast.** A successful chase depends on the Master's ability to hear the pack and follow it while staying within earshot. The Master must have silence when the hounds are drawing.
- 5. Do not jump fences unless the field master has jumped it.**
If you are unable to jump ALL fences, do not ride in first flight.

The Field Master's Commands

Foxhunting relies on standard communications for reacting to many different situations. Some commands are verbal and some are visual. Perfect knowledge of these commands is essential because they require quick, decisive action and failure to execute them properly may endanger someone's safety and will result in a swift reprimand from the Field Master.

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 the Staff. For example, whenever the field is stopped on a trail, look around for a spot to back your horse into for a "reverse" and if a reverse looks possible, go ahead and back your horse out of the way.

- 1. "Staff, please"** may be said by a staff member or a member of the Field. This command requires your immediate yielding of the right of way to a staff member, most often, a Whipper-In. Back your horse off the trail with its head to the staff member and remain in this position until they have passed or move your horse to one side of the trail if the Field is moving.
- 2. "Hunt, please" or "Reverse, please" or "Rider's, reverse" or "Forward reverse"** is the signal for each member of the Field to back off the trail so that the Hunt can reverse itself and backtrack from whence it just came. Wait until all those ahead of you have reversed and passed by you before moving out, so that the previous order and position in the Field will be maintained.

Rules and Etiquette of Foxhunting

3. "Ware hole!" or "Ware bog!" or "Ware wire!" is a warning passed back to the rider behind you to warn them of a hazard to your horse. Do so in a subdued voice, loud enough to be heard by the next rider and not loud enough to be heard by others, while pointing to the hazard so that the next rider will readily recognize it.

4. "Hold hard!" is a **hand signal** made by a vertically-raised forearm. This signal requires that you halt immediately, **without catching up to the horse in front of you**, simultaneously raise your own forearm to signal those behind you and stand silently and still. If horses are bunched up on a trail, turn your horse's head away from the trail to discourage him from kicking the horse behind you. This command requires immediate, perfect execution as it is done when the Field Master must listen for the pack in silence. It is a difficult maneuver, because the riders and horses are caught up in the thrill of the chase, but is crucial to determining which way the pack is going and to the ultimate success of the day's sport. The Field Master may require first-time riders in the field to satisfactorily execute this maneuver before the hunt begins, before granting the riders permission to ride in the Field.

5. "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 help them. See also "Loose horse!" (#10).

Should there be an involuntary dismount needing the Fieldmaster's assistance, and a resolution appears it is going to be time-consuming, an alternate Fieldmaster may be assigned until the situation is resolved and the Fieldmaster can then return to leading the field. (The Fieldmaster has responsibility to assess the situation and determine whether the "fallen" should continue with the hunt or be aided back to their trailer or removed from the hunt field. Following assessment and a decision, the logistics may be delegated to others. In ANY case, someone should be assigned to stay with the "fallen", as an assistant and observer, as oftentimes injuries are not immediately apparent.)

6. "Tally Ho!" is the cry that every foxhunter longs to give. If yours is the thrill of viewing the fox, stand still facing your horse in the direction taken by the fox/coyote/bobcat and hold your hat in the air. **DO NOT STAND ON THE LINE OF THE QUARRY.** If the hounds have checked and are not hunting the line, try and get word to the Field Master, who will in turn direct the Huntsman. Go and tell the Field Master exactly where the fox was last viewed and where he was headed. **Do not holler Tally Ho!** To raise your voice when hounds are hunting may cause them to raise their heads and cause a check.

7. "Single Track!" is the command given by the Field Master when passing over ground that is easily damaged or when passing through narrow openings between wire or other obstacles. This command means proceed in single file, directly behind the horse in front of you. It is relayed back through the Field in a subdued voice.

Rules and Etiquette of Foxhunting

8. "Loose horse!" is the signal that someone has fallen and their horse is loose. When this cry is heard, stop your horse and look for the loose horse, which may be at a full gallop and pose a threat to other riders. Do not chase the loose horse. More often than not, a horse's herd instincts will cause him to return to the field and be easily caught and returned to their rider. See "Rider down!" (#5)

9. "Hark Please!" is a stern command given by the Field Master in order to convey that you are to be silent and to listen as he is listening for the hounds.

Rules For You and Your Horse

1. Do not crowd the horse ahead of you.

It is neither polite nor safe as it may result in a kick to you or your horse and result in injury. Maintain an interval of one to two horse lengths between you and the horse ahead of you and a larger interval when approaching a jump. A rider with an arm held horizontally behind their back is signaling to you that you are crowding his horse and annoying it. Remember that almost any horse will kick if run up on or otherwise provoked. When stopping your horse, turn his head away from the trail to discourage him from kicking the horse behind.

2. A red ribbon in the tail means a horse kicks.

If your horse kicks, tie a **red** ribbon in their tail to warn others and then stay at the rear of the Field at all times. Ideally when choosing a field hunter, it is best not to purchase one with this vice. Also, a **green** ribbon in the tail signals a "green" or young/inexperienced horse and the same rules apply as above. A "**white**" ribbon signals the horse is for sale.

3. Please keep up with the Field.

If you cannot keep up, you must get permission to leave the Field. If you must leave the Field due to an injury to your horse or yourself, obtain permission to do so from the Field Master who will then give you directions to get back to the trailers. It is essential to do this so as not to interfere with hounds working or casting while you are making your way back to the trailers. Begin every hunt with the idea that you will finish it. Have yourself and your horse in good condition so that you can keep up with the field and finish the hunt.

4. Assisting other riders.

If another rider has trouble and needs assistance, the nearest rider should stop to help. If more help is needed, one or two more riders should stop. The rest of the Field will continue with the Master and those who stopped may resume their positions in the Field at the next check.

Rules and Etiquette of Foxhunting

5. Close gates.

Closing gates and raising bars that were let down is the responsibility of the last person to pass. The person nearest to him should stay with him to hold the horse.

6. Form a single line when jumping.

When approaching a jump, form a distinct, single file line, separated by four to five horse-length minimum and jump in order. Do not cut in front of another rider.

7. Refusal: go off to the side.

Wait until there is a "hole" in the line of riders or another rider invites you to follow his lead. Otherwise, wait until the rest of the field passes. 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. This will allow those whose horses do not refuse to be able to keep up with the hunt.

8. If your horse damages a jump, you are responsible for repairing it.

Stop at once and make repairs on the spot and get 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 done. Report this to the Field Master so that the Work Parties can find it when they return with the necessary materials. It is up to your discretion (or the Field Master's discretion if available) as to whether to finish the hunt or to go and get tools and materials to make the repair immediately. Well-prepared horses and riders seldom cause damage to a jump.

9. If separated from the Field, follow their tracks.

Do not take a shortcut that could place you ahead of the Field Master, as this would interfere with the working of the hounds. You will be reprimanded by the Field Master.

10. If you arrive late and must find the hunt, follow their tracks.

Do not try to second-guess the hunt's location, as you will surely find yourself in the path of the Huntsman and his hounds. It is highly preferable to be on time to the meet. It is recommended that you arrive at least 15 minutes prior to hounds moving off if you are already dressed and tacked up and at least **30** minutes prior to moving off if you are not.

11. NO STRAGGLING IS PERMITTED.

When hunting, you are either (1) in the Field, (2) in the Hilltoppers, (3) catching up to either for some unavoidable reason, or (4) returning to the trailers after receiving permission and directions from the Field Master. It is not permissible to be separated from the Field for any other reason. Do NOT ride your own line.

Rules and Etiquette of Foxhunting

12. Use the "buddy system".

Especially when riding in the rear of the field as this will ensure that no one falls behind or falls off their horse without it being noticed. This is especially important for the last person in the field and for newcomers. We have a First Flight and a Second Field. There are no other groups. Ride with one or the other.

13. Do not announce hounds are running "riot".

If you happen to see deer being flushed from the covert, it is not your responsibility to report it or to assume that hounds are wrong and honoring it. The fox/coyote will often attempt to confuse his scent with that of deer (or cattle or the like) by running through them or pushing them out in front of himself. Only the Huntsman and the Whips are in a position to judge whose scent the hounds are on. If the Staff inquires about what you saw, then tell them, but **do not speak unless addressed**.

14. An uncontrollable horse, a rider's inability to control a horse or ignorance...these are not excuses.

The rules of the hunt must be followed. Problems such as these must be resolved before entering the field. Please make sure your horse is properly schooled and fit for the day.

15. Cooperate with your fellow riders.

We are all out to enjoy good sport and good fellowship. You are obligated to report improper behavior to the Masters so they can correct it.

Car Followers

Car followers are welcome, but they must also obey the rules.

1. Do not interrupt the flow of traffic. Courtesy must be shown to every motorist.

2. Do not obstruct gateways or driveways.

3. Do not drive vehicles into private drives, farmland or open country unless you are sure that proper permission has been obtained.

4. Keep together as much as possible and try to avoid heading the quarry or getting between hounds and the quarry.

5. Stop, watch and listen. If hounds or horses are nearby, stop in a safe, legal place and switch off your engine. Exhaust fumes mask scent and irritate hounds' noses.

Rules and Etiquette of Foxhunting

General

Accidental Trespass

This cannot always be avoided but the wishes of all landowners, no matter how small, must be respected. Every effort must be made to prevent hounds and followers from hunting quarry into a "built-up" area or straying onto places where they are not welcome.

Animal Rights Activists

The number one animal rights activist group in the United States is the Humane Society of the United States (HSUS). Their members can be extremely annoying and may even break the law. Hunt members and subscribers must resist the temptation to retaliate in kind no matter what the provocation. Please report any provocations or incidences to the Masters.

Ambassadors of the Sport

Be an ambassador of the sport by making every effort not to offend others that use the countryside or roadsides. Please do not berate motorists even though they may speed past you and your horse. Though they do not hunt, we owe them every respect by being courteous and thoughtful in the form of common courtesy. Saying "good morning", "hello", "please" and "thank you" to everyone we come in contact with will go a long way in ensuring the future of foxhunting.

Proper Hunt Attire

Proper hunting attire is a very important aspect of foxhunting. It is functional and attractive as it suits the demands of hunting in all types of weather while affording respectable presentation and turn-out in the presence of landowners and fellow hunters. Members have their colors when they are awarded them by the Masters.

Formal Season:

The formal season begins with Opening Hunt and proper attire is as follows:

Gentlemen with colors

Black hunt cap with bow up, with* or without harness
Scarlet coat with metal WRFH buttons & WRFH green velvet on collar
Canary yellow or tattersall vest
White hunting stock (prefer not ready tied) with plain horizontal stock pin
White breeches
Black dress boots with tan tops
Blunt spurs (if needed)
White or yellow string gloves
Tan or black leather gloves acceptable

Gentlemen Without Colors

Black hunt cap with bow up, with* or without harness
Black coat
Canary Yellow or tattersall vest
White hunting stock (prefer not ready-tied) with plain stock pin
Beige, tan or gray breeches (white is unacceptable)
Plain black dress boots
Blunt spurs if necessary
Tan or black leather gloves acceptable

* **Hunt caps (ASTM/SEI certified) with harness, recommended**

Proper Hunt Attire

Ladies With Colors

Black or blue hunt cap with bow up, with* or without harness

Long hair **MUST** be captured in a hair net.

Large bows and earrings are unsightly and dangerous.

White hunting stock (prefer not ready-tied) with stock pin (does not have to be plain but **MUST** be a stock pin)

Black coat with black bone WRFH buttons and green velvet collar

Canary yellow or tattersall vest

Canary, tan, beige or gray breeches (white is unacceptable)

Black dress boots (patent leather tops optional)

Blunt spurs if necessary

White or yellow string gloves

Tan or black leather gloves acceptable

Ladies Without Colors

Same as ladies with colors except:

Plain buttons and collar

No tops on boots

Beige, tan, khaki, or gray breeches

Juniors

For boys and girls under the age of 18, the dress is the same as ladies without colors and they **MUST** wear a helmet **with a harness**. Jodhpurs and paddock boots are permissible.

* **Hunt caps (ASTM/SEI certified) with harness, recommended**

Cubbing Season

Due to the warm weather during the cub hunting part of our season it is acceptable to wear Whiskey Road Foxhound dark green polo shirts, tan or rust breeches and field or dress boots. Full chaps are **UNACCEPTABLE**. Half chaps and paddock boots are acceptable **ONLY** if both are in good condition and the half chap is of a smooth leather that does not have Velcro closures but is discreetly fastened with zippers.

Proper Hunt Attire

Formal Season Weekday Hunts/ Ratcatcher

Ratcatcher is lovely and always appropriate for cub hunting or any weekday during the formal season.

Hunt cap with* or without harness (brown, black or blue)

Hacking jacket

Tattersall or buff vest

Beige, khaki, rust, olive, grey or tan breeches

Tie or colored stock with stock pin for gentlemen

Tie, colored stock with stock pin, or choker for ladies

Brown or black field boots or black dress boots

Blunt spurs if necessary

Tan leather or beige string gloves

Rain Gear: It is recommended that you keep rain gear in your trailer. It is not uncommon for hounds to go out in misty or rainy conditions.

We are blessed with excellent footing in a moderate climate - very few WRFH hunts are cancelled.

*** Hunt caps (ASTM/SEI certified) with harness, recommended**

Colors

Colors are awarded by the Masters to subscribers who have, among other things, hunted with the WRFH for at least 2 consecutive seasons and have paid an initiation fee to Chime Bell Properties. Other requirements include:

- Attendance at a majority of meets
- Participation (fund raisers, social functions, work parties)
- Involvement and enthusiasm
- Knowledge of foxhunting

Work Parties

Riding members and subscribers are **REQUIRED** to attend work parties. There is a \$30 assessment per person to the individuals that no matter the reason are not able to participate. The work parties are organized by the Masters in order to clear trails in our hunt country, build and repair jumps, tidy up fixtures and make ready the countryside for the season in general. Everyone's help is greatly appreciated and makes for an enjoyable season when the Field, Staff and Hounds can get around easily during a hunt.

Annual Hunt Magazine

Each year, as a fund raiser, WRFH publishes a hunt magazine which features our membership, hounds, Masters and various events that took place in the previous season. Each riding member and subscriber is required to sell a minimum of \$350 of advertising for the magazine. Each is responsible for collecting payment from their advertisers, as we cannot send bills. The deadline for all advertising (with payment), photos and any articles you wish to be considered for publication, must be submitted to the editor by the designated deadline. You should print your name on the reverse of any photos you wish to have returned. The hunt magazine is distributed at no charge to everyone at Opening Meet. It is the responsibility of the members and subscribers to deliver copies of the magazine to each of their advertisers, as it will make selling the following year much easier.

Glossary of Terminology

Away: a fox or coyote has gone away when he has left the covert. Hounds are away when they have left the covert on the line of the fox or coyote.

Babble: to give tongue on scent other than fox or on no scent at all or on a scent too faint to follow.

Blank: to draw blank is to fail to find quarry.

Brush: a fox or coyote's tail.

Button: to receive or be awarded the button is to be given the right to wear the hunt buttons and colors.

Bye: a bye day is a hunting day not scheduled on the fixture card.

Cap: 1.(n) headgear for hunters. 2.(v or n) to pass the hat among the field. Visitors are capped or asked to pay a capping fee. A hunt may have a cap for some particular purpose, such as paneling, charity, etc. A fee taken for a day's hunting from a visitor. We limit the number of hunts to 5 for non-members and hunt supporters (social subscribers). Check should be given to the Hunt Secretary or Master. It should be in an envelope with the donors name clearly printed on the envelope.

Cast: 1.(n) A planned move in searching for a lost line (trail). 2.(v) To make a cast. When the Huntsman has sent the hounds into a covert, hounds may cast themselves or the Huntsman may cast them.

Check: 1.(n) An interruption of the run caused by hounds losing the line. 2.(v) Hounds check when they lose the line temporarily.

Colors: 1. The distinctive colors that distinguish the uniform of one hunt from another. Usually a distinctive color of collar on a scarlet coat (some hunts have coats of other colors, i.e. green). 2. To be awarded or given the colors is to be given the right to wear them and the hunt buttons.

Country: the area in which a pack of hounds (the hunt) operates.

Couple: 1.(n) Two hounds (any sex) for convenience in counting. 2.(n) a device used for keeping two hounds attached to each other for control and training. 3.(v) To attach two hounds together with couples.

Covert: (pronounced cover) a patch of woods or brush where quarry might be found.

Crop: the stiff portion of a hunting whip to which the thong is attached (incorrectly used to describe the entire whip; crop, thong, lash).

Glossary of Terminology

Cry: (n) the sound given by hounds when hunting, i.e., the hounds are in "full cry".

Cub: a young fox or coyote.

Cubhunting: the time spent hunting before formal season begins. The purpose is to teach young hounds to hunt with the pack and to get horse and rider "legged up". Hounds are encouraged to stay in covert, foxes and coyotes that go away are permitted to do so in peace, if practical. This gets cubs in the habit of running straight rather than circling in covert.

Double: (v) to double the horn is to blow a series of short, sharp notes. Signifies a fox or coyote is afoot. The "gone away" note is a form of doubling the horn.

Double back: A fox or coyote that returns to a covert after having left it is said to double back.

Draw: 1. (v) To search for a fox in a certain area I.e. to draw a covert. 2. (n) the act of drawing i.e., briars can be a difficult draw. 3. (v) to select and separate a hound or a group of hounds in kennels for a particular purpose i.e. to draw off a group of hounds from the kennel to hunt them that day.

Dwell: to hunt without getting forward. A hound that lacks drive is apt to dwell.

Earth: any place where a fox or coyote goes to ground for protection, but usually a place where foxes and coyotes live regularly (fox/coyote den).

Enter: a hound is entered when he is first regularly used for hunting. This year's entry are the hounds entered or to be entered this season.

Feather: a hound feathers his stern (wags his tail) when he indicated, by actions rather than voice, that he is on a line or near it.

Field: the group of people riding to hounds excluding the MFH and staff.

Field Master: the person designated by the MFH to control and lead the field.

Find: when hounds first find the line of the quarry.

Fixture: the time and place of the meet or assembly of the hunt. A fixture card is sent out to list the fixtures for a given period.

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Full cry: when all the hounds are speaking on the scent of the quarry.

Ground: to go to ground is to take shelter (usually underground) i.e., the fox went to ground in the main earth east of the swamp.

Head: to head a fox is to cause it to turn from its planned direction of travel. It usually causes a check and is not recommended.

Hold Hard!: means "Stop Please." if used twice to the same individual, it probably means "Stop, please, damn you!".

Honor: a hound honors when he gives tongue on a line that another hound has been hunting.

Hunting whip: the assembly of crop, thong and lash is known as a hunting whip.

Huntsman: the person that controls hounds in the field.

Kennel: place where hounds are kept.

Ladies or Gentlemen to the rear: when a rider or group of riders are temporarily excused from the field to discreetly use the restroom.

Lark: to jump fences or gallop unnecessarily when hounds are not running (this is frowned on by landowners and masters. Save your horse.

Lash: the short piece of cord (occasionally leather) attached to the end of the thong.

Lift: to carry hounds forward. Usually implies that hounds were hunting when lifted.

Line: the trail of the fox. The scent left by the quarry as he travels.

Litter: a group of young born of the same mother at the same time. In foxhunting, applies to whelps (puppies) or cubs. Equally correct when applied to kittens or pigs.

Mark: (to ground) a hound marks when he indicates that a fox or coyote has gone to ground. He stops at the earth, tries to dig his way in and gives tongue in a way quite different from his hunting voice. Some hounds are better at marking than others.

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Master (MFH): the person or persons (Joint Masters) in charge of the hunt.

Meet: the assembling of the hunt for a day's sport, for example, "The meet tomorrow is at Jackson - Lexington".

Nose: the ability of a hound to detect and interpret the scent.

Open: a hound is said to open when he first gives tongue on a line.

Opening Meet: formal season begins with opening meet.

Pad: (1) the foot of a fox or (2) the center cushion of a hound's foot.

Panel: (1) the portion of any jumpable fence between two posts or (2) a jumpable portion built into a wire fence.

Point: (1) the straight line distance made good in a run, for example, "That was a 6-mile point, but 12 miles as hounds ran" or (2) the location to which a whipper-in is sent to watch for a fox to go away.

Ratcatcher: informal hunting attire that is correct for cubbing, or mid-week hunts in the case of WRFH.

Rate: a warning cry given to correct hounds. Words are less important than the intonation, for example "Ware riot!" or "Back to `im!"

Ride: a lane cut through woods.

Run: (n) a period during which hounds are actually hunting on the line of a fox. Usually implies a gallop for the field as opposed to a hunt in covert after a twisting fox or coyote.

Running heel: when hounds are hunting a line the wrong way. Hunting back to where the quarry came from.

Scent: the smell of a fox or coyote and the physical and chemical phenomena by which the smell gets from the fox's footprints to the hounds' noses. Scent can be good or bad, meaning easy to follow or difficult. It depends a great deal on weather.

Speak: to give tongue (usually of a single hound, for example "I heard Luck open and he spoke for some time before the others got to him."

Speaking: when hounds are barking on the scent of the quarry.

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Staff: the Huntsman and the Whippers-In

Stern: tail of a hound

Stirrup Cup: a drink given to the hunt staff and field at the meet before hunting.

Tack: the term which is inclusive of a horse's riding gear (saddle, bridle, girth, etc.)

Thong: the long flexible braided leather portion of a hunting whip joining the lash to the crop.

Tongue: a hound gives tongue when he proclaims with his voice that he is on a line.

View: to see or the sight of a fox.

View holloa: the cry given by a staff member on viewing a fox.

NOTES

