



Handbook for Foxhunting

(Inside of front cover)

EQUINE LIABILITY STATEMENT

WARNING: Under Tennessee law, an equine activity sponsor or professional shall not be liable for any injury to, or the death of a participant in equine activities resulting from the inherent risk of equine activities. Code of Tennessee § 44-20-101

REQUIREMENTS:

VALID Tennessee hunting license and a CURRENT negative Coggins test. Borium on the horse's shoes is suggested.

EMERGENCIES: Call 911

HUNT CONTACT INFORMATION:

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Kennel Address: 1015 Blue Creek Road Lynnville, TN 38472

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Website: www.HillsboroHounds.com

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Foreword

This handbook has been prepared by the Hillsboro Hounds to help each rider have a safe and enjoyable day in the Field. Foxhunting is a sport and the object is to have fun. In our country, we primarily hunt coyote although the occasional fox or bobcat also provides sport. Following the rules will make the day more enjoyable for the entire Field. Please study this handbook, become familiar with the sport, question experienced members, and have a great time. It is hoped that, like so many Hillsboro members for decades before you, you will experience the extraordinary thrill and sheer joy of riding to hounds.

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I. INTRODUCTION

Foxhunting etiquette and rules are based on traditions that go back hundreds of years to the very beginning of foxhunting. They have evolved through the need to handle situations in a uniform manner to preserve order and safety in the Field. A group of well-trained riders on well-schooled and well-equipped 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 colorful vocabulary that accompanies this time-honored sport might be curious to the modern foxhunter, a glossary of terms has been included at the back of this handbook.

A. KNOW THE RULES:

Please study and discuss the rules of the sport so that your day of hunting will be more enjoyable. If you plan on bringing a guest, talk about foxhunting etiquette with your guest before you arrive so that your guest will be comfortable. Be sure that you have received permission from a Master before you bring your guest.

B. BE PREPARED:

All experienced horses who hunt 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. It is best for all riders to ride in the flight where they and their mounts will be most comfortable and up to the task.

First Flight goes quickly (walk, trot, canter and gallop) and jumps both natural and constructed obstacles built into the fence lines.

Second Flight goes at a similar pace but jumps on a limited basis with gates available for those wishing not to jump.

Third Flight goes slower than First or Second but still goes at a walk or trot, and sometimes a canter.

Fourth Flight (often called Hill Toppers) goes at a more gentle, slower pace consisting of walk and trot.

C. FIRST TIME FOXHUNTERS:

All experienced riders were also once new to the sport of foxhunting, and Hillsboro welcomes guests and new members. First time foxhunters should study the handbook and make sure that both they and their mounts are prepared to hunt. All horses should be properly groomed and tacked, and though some horses are initially nervous around a larger group of horses and hounds, one's goal as a rider should be to help the horse remain calm. First time foxhunters will ride with their hosts for the entire day. If you are unsure of your or your horse's readiness, ask a Master to recommend a knowledgeable instructor to work with you before your first time out hunting.

D. REVIEW THE RULES:

ALL MEMBERS, no matter the number of years of experience, should review this guide prior to the beginning of hunting season each year, and also periodically during the season.

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

- **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 assists 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 Whipper-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.

- **HUNTSMAN:**

The Huntsman 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 following the pack or leading them to a scent or covert. In order to follow the hunt more knowledgeably, riders should listen, quietly ask questions of experienced members, and learn the sounds that the Huntsman makes with voice and horn, as they indicate 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.**

- **WHIPPERS-IN:**

The Whippers-In (Whips) are responsible for controlling the pack of hounds (pack) and for riding with the pack or as directed by the Huntsman during the entire day of hunting. They are the eyes and ears of the Huntsman. Due to their far-ranging duties, they often overtake the Field (riders), at which time they have absolute right-of-way so that they can proceed in their work without delay. Riders should yield to them immediately whenever you see or hear that they are approaching. The cry “Ware Staff” or “Staff Please” will alert 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.**

- **SECRETARY:**

The 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.

- **TREASURER:**

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

- **SECRETARY OF SOCIAL MEDIA & MARKETING:**

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

- **ADMINISTRATOR:**

The Administrator is responsible for collecting subscription fees and dues, mailing yearly packets and deer hunting permits, maintaining signed waivers, accounts receivable, and printing the Directory.

- **FIELD MASTERS:**

The Field Masters lead the riders in their flights during the hunt, keeping the fields 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 of the Field Masters and follow their instructions during the hunt. There will be separate Field Masters to lead First, Second, Third, and Fourth (often called “Hill Topper”) flights. The Field Masters often call on members of the field to perform incidental 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.

G. 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 the 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:

When desiring to bring a guest, members should call to obtain permission from a Master prior to the day of the meet. Guests should read the handbook on line or be given a copy by their hosts. Guests are required to sign two release forms prior to the meet and turn them in to the Secretary or at the hunt trailer. Hosts will introduce their guests to the Masters and the Secretary at the meet, and then to the Field Master in whose flight the host and guest plan to ride. Hosts must ride with their guests for the entire day, acting as an escort throughout the hunt.

A guest may only hunt with Hillsboro two times per season unless the Master determines otherwise.

B. JUNIORS:

Juniors (18 years of age and younger) are always welcome and should be accompanied by a parent or other suitable escort.

C. CAPPING FEE:

There is no capping fee for guests to hunt with the Hillsboro Hounds. At the same time, all contributions to the hunt are appreciated, regardless of the amount, as there are many expenses associated with maintaining a pack of hounds and hunting them regularly.

D. PRESENTATION OF THE PACK:

When the Huntsman presents the pack, 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 fields 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 FIELD:

Hillsboro follows the traditional order in the hunt field, unless otherwise ordered by the Masters:

Staff (Huntsman, Whips and Hounds);

Masters;

Special guests of the Masters, such as a Master from another hunt;

Field Master of First Flight;

Hillsboro members invited to wear colors (members with greater seniority may precede newer members);

Visitors invited to wear colors of their hunt;

Members not yet invited to wear colors;

Guests without colors;

Junior riders (18 years and younger).

Horses that habitually refuse and/or habitually kick, regardless of the status of the rider, and young or green horses should remain in the rear of the flight.

Field Master of Second Flight;

Second Flight field (following the same order as First Flight).

Field Master of Third Flight;

Third Flight field (following the same order as First Flight).

Field Master of Fourth Flight;

This is sometimes called the Hill Toppers and it follows the same order as First Flight.

F. THE END OF THE DAY'S HUNT:

At the conclusion of any hunt, the hounds are returned to the hound trailer or kennel. At this time, it is customary and proper for the field to thank the Masters, the Huntsman, the Professional and Honorary Whippers-in, and the Field Masters. The hunt is then formally over.

G. MEMBER OF HILLSBORO HOUNDS GUEST HUNTING WITH ANOTHER PACK

All Hillsboro Hounds members represent the Hillsboro Hounds when hunting as guests with other hunts. Unless specifically invited to do so by a Master of another hunt, one should not wear HH colors except when hunting with Hillsboro Hounds. 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. **FINALLY, HAVE FUN.**

IV. RULES OF THE FIELD

A. RULES TO PROTECT THE LANDOWNERS:

1. **NEVER DAMAGE A LANDOWNER'S PROPERTY:** Never cut or damage wire fences or gates or allow 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 property or allowing livestock to escape or be injured.
2. **PROTECT THE LANDOWNER'S FIELDS AND CROPS:** Stay to the edge of the fields or in the field rows, avoiding unharvested crops, and do not take shortcuts. Follow the Field Master, who may call "single track" (following 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 never permitted during a fox hunt.
4. **CLOSE GATES:** 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. (However, you must also tell the Huntsman or Staff 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.
5. **STAY OFF LAWNS, GARDENS, FLOWERBEDS, ETC:** Landowners do not appreciate your horse trampling their lawns, gardens, flowerbeds, etc. Never clean out your trailer on someone else's property: carry your refuse home!

B. RULES OF THE PACK, THE 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 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 has passed you and is approaching them from the rear by saying "Ware hound (left or right)". **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 unless specifically asked to do so by the Huntsman, Staff, or a Master.**
2. **DO NOT PASS THE FIELDMASTER 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. **TAKE 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.

4. **DO NOT TALK WHILE THE HOUNDS ARE HUNTING:** A successful chase depends on the Huntsman's and Masters' ability to hear the pack and to follow them while staying within earshot. They must have silence when the hounds are working a line or are running so that they can hear hounds "speaking". 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.

C. THE FIELD MASTERS' COMMANDS:

Foxhunting relies on standard commands for reacting to many different situations. Some commands are verbal and some are visual, and knowledge of these commands is essential because they require quick, decisive actions. Failure to execute them properly may endanger someone's safety. 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. "WARE" is a contraction of "BEWARE".
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. The command **FORWARD REVERSE** is the signal for all Riders to continue moving forward and then reverse direction at the spot where the horse immediately in front (of you) has reversed.
3. "WARE WIRE", "WARE HOLE", "WARE BOG", "WARE VINE" etc., is a warning passed back to the rider behind you to warn that rider of a hazard to the horse. Please do this in a subdued voice (if possible) but loudly enough to be heard by that rider. Be sure also to point to the hazard so that the rider will readily recognize it.
4. "HOLD HARD" is a hand signal made with a vertically raised arm, usually with the voice command to "HOLD HARD": you should halt immediately without catching up with the horse in front of you, and stand silently and still. 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.
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 assist.

6. “TALLY HO” is the cry that every foxhunter longs to give. If yours is 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.
7. “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 a single file, directly behind the horse in front of you. It should be relayed back through the Field in a subdued voice.
8. “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.
9. “LOOSE HORSE” is the signal that a horse 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.
10. “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.
11. “WARE HOUND (LEFT or 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. You should yield to the hound. Make sure that your horse in no way endangers it and then notify the rider ahead of you by repeating “ware hound (left or right)” in a subdued voice.
12. “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 and can cause you or your horse to be kicked. Maintain a safe distance between you and the horse in front of you. (*Also be conscious of what is going on behind you*). A distance of one to two horse lengths’ 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. When stopping, position your horse where it cannot kick or be kicked. Our Mrs. Henry (Alice) Hooker has given us a good rule for maintaining a safe distance: “If you’re close enough to be kicked, you’re too close”.

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. It is best to avoid riding a kicker. A horse that injures others may be permanently excused from the hunt.

RIBBONS AND THEIR MEANINGS:

Red - indicates horse is a kicker;

Green - indicates horse is new to foxhunting;

White - indicates horse is for sale.

3. 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 condition prevents 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. Do not begin a Hunt with the idea that you will not finish. Have yourself and your horse in good condition so that you can keep up with the Field and finish the hunt. 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.

A rider must ask permission from the Field Master before changing Flights. Habitually changing back and forth during the day is discouraged as it quite often presents problems for the Field Master and other riders.

4. Provide Assistance. If another rider has trouble and needs assistance, the nearest rider should stop to help. If more help is needed, one or two additional riders should stop. The rest of the Field will continue and those who stopped may resume their position in the Field at the next check. The Field Master should be notified if anyone has elected to go home.
5. Gate Etiquette: Closing gates and raising poles that 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.
6. 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. You must also be on the lookout for and yield to Staff and hounds!
7. 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. This will allow horses that 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. 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.

9. If 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.
10. 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 fixture, be mounted no later than 8:45. 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 second-guess the hunt's location, as you will possibly find yourself in the path of the Huntsman and the hounds.
11. Use the "buddy system" especially when riding at the rear of the Field. This will insure 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.
12. 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. (Possibly you should go in with the idea of getting a new bit or working on training before the next hunt.) Unsafe horses are prohibited from the Field.
13. 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. Only the Masters, the Huntsman and Staff are permitted to speak to hounds.
14. Cooperate with your fellow riders. We are all out to enjoy good sport and good fellowship. Share position in the Field according to the proper order discussed earlier. 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.
15. Turn off cellular phones and audible pagers. While cellular phones are a welcome safety device in the event of an emergency, it is not appropriate to make or receive calls after the hounds have been cast. Please silence all electronic devices. The Staff and Field Masters may utilize radios and/or cellular phones as necessary for the safety and betterment of the hunt.
16. 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.
17. When passing other riders, proceed at only one pace greater than those you are passing. 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 MASTERS' ADMONITIONS!

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. It is mandatory always to 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. At home, you might want to work more on schooling or re-equipping your tack.
2. 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 by whatever available means if you need to retire from the day's hunting. You must 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. Hillsboro's country is particularly demanding on a long run. If either you or your horse are not quite fit enough to endure a long First or Second Flight run, hunt with a slower flight. 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 comes closest to the most practical under average conditions of weather and terrain. 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. The following is worn by members of the Hillsboro Hounds:

A. FORMAL HUNT MEETS:

1. Gentlemen invited by the Masters to wear HH 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, and hence the term, Pink Coat.
- 5 buttons - Huntsman (or Masters who hunt hounds); Scarlet 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 visible jewelry.
- 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. Gentlemen 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 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. Ladies 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 follow 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 of 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 in a sandwich case and wire cutters are appropriate accessories. A gentleman's flask is never appropriate for ladies.

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. Not 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. A gentleman's flask is never appropriate for ladies.

C. RAINCOAT OPTION:

RIDING raincoats are permitted for ALL Hillsboro Hound 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 allows shirts with collars and half chaps, field boots, or plain dress boots.
- All Masters Council hunts are casual during the early fall hunting season.
- Trail rides are always casual.

E. HUNT BALL:

1. Gentlemen who have been awarded their colors are invited to wear white tie with scarlet tails, which should have a scarlet collar with Old Gold Faille lapels.
2. Black tie is also acceptable for gentlemen members, those not yet awarded their colors, and guests.
3. 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 cancelled 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.

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.

VIII. 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 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 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 huntwhip, 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.

EARLY 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.

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.

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

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.

- First Flight will go quickly at all gaits - walk, trot, canter and gallop. This flight will jump both natural and constructed obstacles in fence lines.
- Second Flight will go as quickly as First Flight with jumping being optional. Riding gates are positioned so jumping is not necessary to keep up.
- Third Flight goes slower. You can expect to walk, trot and occasionally canter. No jumping here.
- Fourth Flight (often called Hill Toppers) goes as a very controlled pace of walk and trot. There is no cantering, galloping, or jumping in this flight. This Flight is suggested for new foxhunters and inexperienced horses.

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 covert. Hounds are "away" when they have left 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 cover with hounds in pursuit.

GROUND: "To go to ground." 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: Backward. Hounds following the line in the opposite direction from the way the fox runs are running "heel", also called "counter".

HILL TOPPERS: Fourth Flight. Please see **FLIGHT** above for description. Hill toppers might also refer to people following in cars.

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.

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 tradition 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”, “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.