



Dear Long Run Hounds Members:

Hunting is steeped in traditions that affect dress & behavior. At the request of many of you, the Long Run Hounds has compiled this handbook representing dress and behavior code of the Long Run Hounds.

If you bring a guest or guests, it is expected that the contents of this handbook be made known to that person or persons, and that you will be responsible to see that these rules are followed.

It is our hope that this handbook will add to your enjoyment of our sport and we are certain that it will enhance the experience of the group as a whole. We are mindful that all of us are doing this for fun. We publish these points in furtherance of that pursuit.

Furthermore, we wish to thank the Hillsboro and Mooreland Hunts for their permission to reproduce, with changes appropriate to the Long Run Hounds, the booklet compiled by them for the same purposes.

Sincerely,

LRH Joint Masters

Dinwiddie Lampton, III, MFH (2005)

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LONG RUN HOUNDS

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HANDBOOK FOR FOXHUNTING WITH THE LONG RUN HOUNDS

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 certain situations in a uniform, disciplined manner to preserve order and safety in the Field.

We must all take steps to assure the safety of hounds, horses, and riders, as well as to protect the interests of our generous landowners.

- A. Please read, study and discuss these rules thoroughly with an experienced member of the Field before hunting. If you are bringing guests, it is your responsibility to see that they have read, studied and discussed these rules with you ahead of time.
- B. Be sure that you and your mount are ready for foxhunting. Members, be sure your guests are well trained and well mounted, whether riding with the Field or with Hilltoppers, and properly attired.
- C. First time riders must be prepared to prove their worthiness before the hunt begins. If you have any doubt about your readiness for the Field, or about your horse's readiness, hilltop until you have gained enough confidence for the Field. All first time riders are required to sign a RELEASE FORM before participating.
- D. All members, no matter the number of years of experience, should review this guide prior to opening each year, and periodically during the season.

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. All decisions concerning the Hunt are made by the Masters and the Board of Directors. 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 Long Run Hounds. They are assisted by Huntsman, the Whippers-In, the Secretary, and the Field Master. The Staff members are volunteers and are not compensated for their services. The word "Honorary" is used before their titles.
- B. **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 continues. The Huntsman has the absolute right-of-way

as he follows the pack or leads them to a scent or covert. You should listen, 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. Always turn your horses' head toward the Huntsman if he passes close to you.

- C. **WHIPPERS-IN:** The Whippers-In (Whips) help in controlling the hounds and ride the flanks of the Pack during a chase. They are the eyes and ears of the Huntsman. Due to their far-ranging duties, they often meet or overtake the Field, at which time they have absolute right-of-way so they can proceed in their work without delay. Yield to them immediately whenever you see them coming. Always turn your horses' head toward the Whippers-In if they pass close to you.
- D. **SECRETARY:** The Secretary sends fixture cards, notices of meetings, events and keeps minutes of meetings. The Secretary maintains a list of all members and will attempt to notify each member by telephone when a hunt is canceled or changed.
- E. **FIELD MASTERS:** There will be two Field Masters appointed by the Joint Masters. One will be in charge of the field which desires to jump fences, the other will be in charge of those members of the hunt who do not desire to jump fences.

The Field Masters lead their respective Fields during the hunt, keeping their Fields as close as possible to the Masters 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 protecting the interests of the landowners. Listen carefully to the announcements of the Field Masters and follow the instructions during the hunt without hesitation. The Field Masters often call on members of the Field to perform incidental duties during the hunt, such as opening gates, repairing damage to property, or accompanying disabled horse and its rider back home. Everyone should be alert for these situations and volunteer when special help is needed.

The Field Master of the non-jumping field will lead the members of this field through gates, barways and gaps taking care to stay close to the Masters and the pack, but not interfering with the pack or the jumping field.

- F. **TREASURER:** The Treasurer is the business manager of the Hunt, keeping the books, sending bills, collecting dues and caps from members and guests during the year.
- G. **THE PACK OF HOUNDS:** The Long Run Pack consists of hounds whose bloodlines have been selected to produce good scenting ability, obedience, stamina, and desire. The Pack is the lifeblood of the Hunt, and 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 hound breeds recognized in America: English, American and Cross-bred and Penn-Marydel. The Long Run Pack is Penn-Marydels.

III. AS THE HUNT BEGINS

- A. If you would like to invite a guest to hunt, it is proper to ask permission from one of the Masters **BEFORE** you invite them. Make sure they are properly attired and introduce your guest to the Masters and the Secretary at the Hunt. Then introduce your guest to the Field Master, who may then ask questions of the guest and their host, to make sure they are adequately mounted and proficient at riding, understand the rules of the field, and understand at what position they may ride in the field. The capping fee should be given to the Secretary before the hunt begins.
- B. **PRESENTATION OF THE PACK:** At the sound of the horn, signaling the release of the Pack from the kennels or the hound trailer, face the Pack and remain silent. There will usually be a greeting from the Master, and he/she may make an announcement or recognize special guests in the Field at this time. The Field Master may also make some remarks or give instructions to the Field at this time. When the Pack moves off to begin the hunt, take your proper position in the Field as outlined below.
- C. **POSITION IN THE FIELD:** Long Run follows the traditional order in the Hunt Field:
1. Staff
 2. Master(s)
 3. Special guests of the Master, such as a Master from another Hunt
 4. Field Master
 5. Long Run members, visitors and guests
 6. Junior riders, 18 and under
 7. Horses that refuse and/or kick, regardless of status of rider. Horses that kick must wear a red ribbon in tail.

At the conclusion of the Hunt, the Huntsman sounds the traditional call on his hunting horn signaling the end of the Hunt. The hounds are returned to the kennel or hound trailer, at which time the Field lines up to thank the Masters and the Field Master. When the Huntsman and the Whippers-In are finished with the hounds, they should receive the thanks of the Field. This ends the formal hunt.

IV. RULES OF THE FIELD

A. RULES TO PROTECT THE 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. Protect the landowner's field and crops. Stay to the edges of the fields 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, single file, to minimize trampling of crops.
3. Smoking presents a serious fire hazard to our Hunt Country. Our landowners rely on their forests and fields to provide the income that allows them to keep their land, which we in turn 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 winter. We cannot take the chance of starting a fire on their property. If you smoke, you must be sure that all matches, cigarettes, cigars, or pipes are completely extinguished before depositing on the ground. The Field Master may ask you not to smoke during extremely dry conditions.
4. 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 not sure whether it was open or closed, **CLOSE IT**. If the gate has a lock on it, **LOCK IT BACK**. If you unlock a gate, make sure it is locked back.
5. Stay Off Lawns, Gardens, Flower beds, etc. It may not look like much to you, but the landowner keeps it up and will not appreciate your horse trampling it.

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

1. Never do anything that might harm a hound. Do not talk to or scold a hound unless asked to do so by the Huntsman. 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 in the trail or working in your vicinity.
2. Do not pass the Masters or the Field Master.
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.
4. No talking while hounds are cast. A successful chase depends upon the Master's ability to hear the Pack and the Huntsman and to follow them while staying within earshot. He/she must have silence when the hounds are working or on a chase. When you talk during a lull in the hunting, keep your voice low. This is especially necessary if the field is large. Do not talk to or scold a hound unless asked to do so by the Huntsman.

C. THE FIELD MASTER'S COMMANDS:

Foxhunting relies on standard commands 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 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 position until he has passed, or 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 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.
3. **"Ware Wire", "Ware Hole", Ware Bog" or Ware Vine"**, is a warning passed back to the rider behind you to warn that rider of a hazard to his/her 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, 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 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 it is crucial to determining which way the Pack is going and to the ultimate success of the day's sport.
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 him or her.
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 and hold your hat in the air. Shout "Tally-Ho" two or three times, and point with your hat in the direction taken by the fox.
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 between wire or other obstacles. This command means to proceed in single file, directly behind the horse in front of you. It is relayed back through the Field in a subdued voice.
8. **"Take Your Own Line"** is the command given by the Field Master when the going is heavy and single file could cause the ground to become so soft that all the horses might not make it through. This command is also used to minimize the damage to plowed

ground. All horses should form a line abreast of each other and move across the field or woods until the problem is cleared and you may return to your 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, who may be running at full gallop and may pose a threat to the other riders. Do not do anything that will excite the horse further. Usually the loose horse will allow himself to be caught easily, and then it is led back to its rider.

D. 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 resulting injury. Maintain an interval of one to two horses lengths between you and the horse ahead of you, and a larger interval when approaching a jump. A rider with his arm held horizontally behind his back is signaling you that you are crowding his horse and annoying him. 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 him.
2. If your horse kicks, tie a red ribbon in its tail. You do not want your horse to kick or injure another horse or rider. It is better to avoid riding a kicker.
3. Do not lag behind. 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 or because your horse is winded, obtain permission to do so from the Field Master, who will then give you directions to get home. 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.
4. If another rider has trouble and needs assistance, the nearest rider should stop to help, and if more help is needed, one or two more 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.

5. Closing gates and raising bars that were let down is the responsibility of the "last man" to pass. The person nearest to him should stay with him to hold his horse. This is one of the duties that usually falls on someone who is working for their colors. The Field Master may assign a member of the field to perform these duties on a hunting day on an alternating basis.
6. When riding through the woods, do not hold tree branches for the person behind you. This does not help. It makes matters worse.
7. When approaching a jump, form a distinct line, single file, separated by four to five horse lengths minimum, and jump in order. Do not cut in front of another rider. If a rider ahead of you falls before or after the jump, shout "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 his refusal will also cause 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.
8. If your horse refuses a jump, go to the rear of the line before making another try. 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.
9. 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, so that you can explain the damage to the Field Master and you and the repair committee will have the necessary materials needed to repair the damage.
10. If separated from the Field, follow their tracks. Do not take a shortcut that could place you ahead of the Huntsman, as this would interfere with the working of the hounds.

11. Arrive at the cast in ample time to tack up your horse, take care of any necessary details and be prepared to move off with the Field. If you arrive late and must find the Hunt, follow their tracks, and do not try to second-guess the Hunt's location, as you will surely find yourself in the path of the Huntsman and the hounds.
12. No straggling is permitted. When hunting, you are either (1) in the Field, (2) catching up to the Field after stopping for some unavoidable reason, or (3) you are returning home after receiving permission and directions from the Field Master. It is not permissible to be separated from the Field for any other reason.
13. 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 and for newcomers.
14. If your horse runs away with you, exert a steady pull on the rein and try to steer toward some obstacle that will slow him down. If other horses and riders are in danger, shout "Runaway!" so they can get out of your way. **DON'T PANIC!** Just hang on and keep pulling on one rein until he stops. **THEN DO SOMETHING TO PREVENT HIM FROM RUNNING AWAY WITH YOU AGAIN!** Unsafe horses are not welcome in the Field.
15. If you happen to see deer being flushed from covert, do not announce that the hounds are running riot, because that is not necessarily true and it is not your responsibility to make that judgment. The fox will often attempt to confuse his scent with that of deer, and the hounds could very well be on the trail of the fox and not the deer. Only the Huntsman and the Whippers-In are in a position to judge whose scent the hounds are running. They may ask a member of the Field what they saw, if they wish, but do not speak unless spoken to.
16. Cooperate with your fellow riders. We are all out to enjoy good sport and good fellowship. If you see improper behavior, you are obligated to bring it to that person's attention so that it will not be repeated. You are also obligated to report improper behavior to the Field Master so that it can be corrected.

V. CLOSING

Foxhunting is a dangerous sport. This Handbook has been prepared by the Long Run Hounds to help each rider have a safe and enjoyable day in the Field. But remember, foxhunting is a sport and the object is to have fun. So study this Handbook, become familiar with the sport, question experienced members and have a good time. We hope that you will come to appreciate the Thrill and sheer joy of riding to the hounds.

NOTES:

HUNTING ATTIRE

Proper hunting attire is rigidly 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 that worn by the Long Run Hounds.

Gentlemen invited by the Master to wear LRH colors

Top hat with scarlet cord, or black velvet hunting cap with or without attached safety harness encouraged. Attached harness encouraged.

Scarlet coat with metal LRH buttons and colors on collar

5 buttons - Huntsman

4 buttons - Masters

3 buttons - Members of field

- Yellow or green vest
- White hunting stock with horizontal plain gold pin
- White twill breeches
- Black boots with tan tops, white boot garters and blunt spurs
- White string gloves or brown leather
- A black frock coat for visiting other hunts is appropriate formal attire for members invited to wear LRH colors - the buttons for men would be black bone with LRH in white - plain black boots are then appropriate boot for any black coat except with a frock when still the men use brown tops

Gentlemen not yet invited to wear LRH colors

- Black bowler with black cord or black velvet hunting cap, attached harness encouraged
- Black Melton or heavy or light weight twill or corduroy coat
- Yellow vest
- White hunting stock with horizontal plain gold pin
- Tan breeches
- Plain black boots (*not top*) with blunt spurs
- A hunting whip with a thong is a proper appointment for all members

Ladies invited by the Master to wear LRH colors

- Black bowler with black cord or black or dark blue velvet hunt cap.
- Attached harness encouraged
- Long hair neatly captured in hair net
- White hunting stock with horizontal plain gold pin
- Dark blue or black Melton or heavy or light-weight twill or corduroy - not silk or synthetic fabrics! - coat with colors on color

BUTTONS: Black bone with LRH in white or plain buttons the color of coat

BOOTS: Black boots or black boots with patent leather tops.

VEST: Yellow or green vest with metal buttons

- Buff or tan breeches
- A shadbelly coat requires a tall, reinforced Top Hat with cord and collar colors and brass LRH buttons

Ladies not yet invited to wear LRH colors

- Same as ladies with colors except no colors on collar, plain black buttons, and no patent boot tops
- Visible jewelry is inappropriate for either gender

Juniors

Same as corresponding ladies except juniors always wear caps (attached harness encouraged), and boys may not wear tan boot tops

Ratcatcher for juniors is permissible - year round formal black or ratcatcher

Informal attire may be worn during cubbing

- Black velvet-hunting cap with attached harness encouraged
- Tie or print stock for gentlemen, choker or print stock for ladies
- Hacking jacket with yellow or checked vest
- Brown breeches, or tan or buff
- Black or Brown boots - chaps are not appropriate

GLOSSARY OF FOX HUNTING TERMS

BLANK	To draw blank is to fail to find a fox
BRUSH	A fox's tail is always a brush
BYE	A bye day is a hunting day not scheduled on the fixture card. An extra dividend
CAP	1. A safe headgear for foxhunters. 2. To "pass the hat" among the field. Visitors may be "capped" or asked to pay a "capping fee." A hunt may have a "cap " for some particular purpose, such as paneling, charity, etc.
CAST	1. A planned move in search for a line (trail). 2. To make a cast. Hounds may cast themselves, or the huntsman may cast them into covert.
CHECK	1. An interruption of the run caused by hounds losing the line. 2. 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 or black coat. (Some hunts have coats other than scarlet). 2. To be awarded or given the colors is to be given the right to wear them and the hunt button and become a member of that particular Hunt..
COOP	1. The portion of any fence capable of being jumped by a horse between two posts. 2. A wooden jump built into a wire or wooden fence. It is normally 3 feet to 3 feet, 6 inches high.
COUPLE	1. Two hounds (any sex), for convenience in counting. 2. A collar for keeping two hounds attached to each other for convenience in control or training. 3. To attach two hounds together by use of couples.
COVERT	(pronounced "cover") A patch of woods or brush where a fox might be found
CROP	The stiff portion of a hunting whip, to which the thong is attached. (Also, incorrectly applied to the whole whip, i.e. crop, thong, and lash)

CRY	The sound given by hounds when hunting, e.g. "The pack in full cry."
CUB	A young fox
CUBHUNTING (CUBBING)	Early hunting before the formal season. Hounds are encouraged to stay in covert, foxes that go away being permitted to do so in peace if practical. This gets cubs in the habit of running straight, rather than circling in covert. Also, a time to train young hounds and green horses to the sport.
DOUBLE	To "double the horn" is to blow a series of short sharp notes. Signifies a fox is afoot. 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 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 get forward well with the line, e.g. "That hound has drive."
EARTH	Any place where a fox goes to ground for protection, but usually a place where foxes live regularly - a fox 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" when he indicates, by actions rather than by voice, that he is on a line or near it. The tail is waived, the head is down, and activity is concentrated and intensified.
FIELD	The group of people riding to hounds, excluding the MFH and staff
FIELD MASTER	The person designated by the MFH to control the field
FIXTURE	The time and place of the meet, or assembly of the hunt. A fixture card is a card sent out to list the fixtures for a given period.

GONE 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. 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."
HEAD	To head a fox is to cause it to turn from its planned direction of travel. This usually causes a check.
HEEL	Backward. Hounds following the line in the opposite direction from the way the fox runs are running "heel" (also called "counter").
HOLD HARD	"Stop please." The field should come to an immediate stop.
HONORARY	A term used before the titles of Huntsman, Secretary, or Whipper-in which designates that they are volunteers and not professionals who are paid by the Hunt
HUNTING WHIP	The assembly of crop, thong and lash is known as hunting whip
HUNTSMAN	The man who actually hunts the hounds in the woods and fields
LARK	To jump fences unnecessarily when hounds are not running, or on non-hunting days. (May annoy Masters and/or landowners. Not recommended).
LASH	The short piece of cord (occasionally leather) attached to the end of the whip thong away from the crop. Sometimes improperly applied to both thong and lash as a unit.
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 applies to whelps (puppies) or cubs. Equally correct when applied to kittens or pigs.
MASTER	The MFH. The person 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 . . .".
NOSE	The ability of a hound to detect and interpret the scent.
OPEN	A hound is said to "open" when he first speaks on a line.
PAD	<ol style="list-style-type: none"> 1. The foot of a fox. 2. The center cushion of a hound's foot.
PANEL	<ol style="list-style-type: none"> 1. The portion of any fence capable of being jumped by a horse between tow posts. 2. A wooden jump built into a wire or wooden fence. It is normally 3 feet to 3 feet, 6 inches high. (Sometimes referred to as coop).
POINT	<ol style="list-style-type: none"> 1. The straight line distance made good in a run, e.g. "That was a six-mile point, but 12 miles a hounds ran." 2. The location to which a whipper-in is sent to watch for a fox to go away.
RATCATCHER	Informal hunting attire. Correct for cubbing.
RATE	A warning cry given to correct hounds. A scolding set of words to hounds such as "Back to him" or "Ware riot."
RIDE	A lane cut through woods
RIOT	When the hounds hunt anything other than a fox or coyote. Deer are the most common riot.
RUN	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").
SCENT	The smell of a fox, and 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 to follow or difficult. It depends in general on weather.
SPEAK	To give voice or tongue. To open. (Usually of a single hound, e.g. "I heard Elias speak on a line").
STAFF	The huntsman, Whippers-in, secretary, and the field master
STERN	Tail of a hound

THONG	The long flexible leather portion of a hunting whip joining the lash to the crop.
TONGUE	Cry. A hound "gives tongue or speaks" when he proclaims with his voice that he is on a line.
VIEW	See (or sight of) the fox.
VIEW HOLLOA	The cry given by a person on viewing a fox. "Tally Ho."
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, sights and sounds outside the kennels.
WARE	A caution (1) To riders, e.g. "Ware wire". (2) To Hounds, e.g. "Ware riot." An abbreviation of beware.
WHELP	A young puppy. To bear puppies, e.g. "That hound was whelped 3/6/87."
WHIPPER-IN (WHIP)	A staff member who assists the huntsman in the control of hounds.

NOTES