

A GUIDE TO ESTABLISHING A FOXHUNTING CAMP



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for the
MASTERS OF FOXHOUNDS ASSOCIATION EDUCATIONAL FOUNDATION

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INTRODUCTION

PERPETUATING FOXHUNTING THROUGH YOUTHFUL INVOLVEMENT

The young riders, the next generation of foxhunters, are the lifeblood of this centuries old, country-life sport. Their problems will be many with the never ending urban sprawl, but with management and planning, the sport can continue to thrive well into the twenty-first century and beyond.

Children are naturally drawn to foxhunting. It offers them the opportunity to run, jump and participate in the excitement of the chase without competition. The cross-country riding also develops a confident and effective rider. Foxhunting encourages youngsters to respect and protect wildlife, the land and the environment. This country sport knows no age barrier; it is an activity where riders of all ages, young and old join together and share some of life's basic pleasures.

In years past, hunt clubs could depend upon the Pony Clubs and the 4-H clubs to get youngsters out for a day or two of hunting. The Pony and 4-H clubs were usually sponsored by or closely associated with a local hunt. Eventually the hunt clubs would acquire younger members as a result of that early exposure to the hunting field. This system worked well, perpetuating both the sport and the various organizations. Sadly, however, times have changed. As we become more urbanized, many hunts have disbanded, merged or relocated. This of course leaves urban pony clubs without a sponsoring hunt and, as a result, many leaders of these youth filled organizations are not necessarily connected to the horse community and fox hunting as they were in earlier times. Unfortunately, this contributes to a break in the youthful link to the sport.

There are many people interested in learning more about foxhunting. There are many youngsters eager to participate, and they need assistance and guidance. The Pony Clubs and 4-H Clubs have members that want to attend clinics and camps. Hunt clubs with experienced foxhunters need to come forth to put these camps together and most importantly, advise and provide the instruction.

Young adults often find themselves on the outside looking in. They are the youthful riders of the past, now working on careers or with families. Many would like to get back to foxhunting but don't know where to begin. These are enthusiastic members of your community, eager to participate in your organization. When you take the time to train or re-train these individuals, you are helping the next generation of foxhunters help you perpetuate the sport.

Internet use is the norm in most households. Today's sophisticated user is the typical twelve year old searching for information. While there is a great deal of information to be found on the net, there is also a great deal of misinformation to be found. Chat rooms are full of misleading and incorrect material about foxhunting which often confuses the novice. We need to make every effort to provide clear and concise information for those beginners looking for help.

It is more important now than ever for each individual hunt club to make a concerted effort to reach out to each and every source of youthful rider and bring them into your hunt club. A Beginning Foxhunter Camp is a great vehicle to assist and encourage new participation.

ORGANIZING A FOXHUNTER'S CAMP FOR BEGINNERS

1. **Establish your objectives for a camp.** What do you want your club to get out of a beginner camp? What will participants expect to learn and how can they get started foxhunting from this camp?
2. **Select a site for the Camp.** It is preferable that there be an enclosed area or ring on site for your non jumpers. You will need to have a variety of natural hunting type of panels, not show jumps.
3. **Check your liability policy,** and do not attempt to go any further unless your hunt has the proper insurance coverage in place. Make sure that the property owner where the camp is to be held is added as an additional insured.
4. **Establish a mailing list and an email list** to include your members, landowners, local United States Pony Clubs, 4H clubs and local boarding/riding stables. Develop a flyer with an RSVP date and be sure to include your waiver of liability release. Requiring advance registration will simplify your day and keep the camp running smoothly.
5. **Develop a Public Relations plan** to get the word out. Make a list of all local papers and magazines that you think might be helpful in informing the community of your activity. Write an organized press release with the pertinent information. Get your flyers placed in the windows of feed stores and tack shops.
6. Have a responsible person to **collect the RSVP's, registration fees and signed liability waivers in advance of your camp date.** Holding off on mailing directions, information and what-to-bring lists, etc., will encourage early responses. Type your list of camp participants to have ready on the day of the camp.
7. **Check the ranks of your membership for instructors and your volunteer force.** Look for individuals with good riding skills, a quiet manner and the command of a drill sergeant. Once you establish your instructors, they will need assistants. You will also require volunteers to serve as **ground crew**, to direct **parking**, be a **gate person**, collect forms, answer questions, solve minor problems, serve drinks, etc. Now is a good time to gather your hunt **support group** volunteers also. Volunteers will be needed to organize the dinner or picnic at the end of your camp as well.
8. **Keep things simple.** Plan on having **two groups**, it seems to **work well**. One group for Hilltoppers, and one group for the **Hunting Hopefuls** (the jumpers). You should plan to have several extra instructors for smaller groups within these two groups to make sure each rider is given proper attention. Extra instructors can also follow in the rear of groups to help those in the back.
9. **Day before** the camp, alert the local **Rescue Squad** as to your function and give them the directions to your location in the event of an emergency. Remember, these riders for the most part are not accustomed to riding in a group, be prepared to make an emergency call, accidents are not unusual and most likely occur during the first few hours. On the **Day of** the camp plan to have your typed list of all participants to be checked off as they arrive.
10. **Upon arrival**, have your gate person **hand out the timetable** for the day's activities. In doing this your campers will know when they are expected to ride, have lunch, rest, put horses away, etc. **Upon arrival**, have **name tags** filled out with their names in the event of an emergency. Ask everyone to wear a name tag at all times including your camp helpers.

11. A **tent** at your **parking entrance** is always **helpful**, if riders have questions, they can come to your ground crew in this **designated area**. Water and other **drinks** for participants **can be located there** so as to be easily accessible. This is also a good spot for a **cell phone & first aid kit**.
12. Have several stations for watering and washing animals. You will find it helpful to mark these areas so that they can be seen by everyone. Keep in mind that if you have a morning session and an afternoon session, participants will be washing horses twice.
13. Ask your **local vet** if he/she would mind being **on call** if needed. Have the number and information handy for your ground crew. Have your **equine first aid kit** handy.

THE FOXHUNTER'S CAMP

SUGGESTIONS FOR INSTRUCTION

1. Instructors have been chosen. They will be ready to implement their teaching plan based on what you expect to instruct the participants about foxhunting. It is helpful to **divide the day into four parts**. The **Basic Riding Evaluation**, lunch break followed by the **Chalk Talk**, the **Cross Country Session** concluding with a **presentation by your Huntsman**. Keep things basic, go easy on theory and try to hit the important areas concerning etiquette and attire during your chalk talk. You can't expect to teach everything in one day. *Safety is the key, as beginners learn the basics of riding in a group.*
2. For an all day camp, be ready to **ride at 9:30**. Have all riders **line up** on a fence or other straight area facing forward with a safe distance from the next horse. This provides an opportunity **for the proper introductions of the hunt's Master or Masters, instructors and group helpers**. Each rider should be asked to state their name, and their level of riding. *While this is taking place, riders are relaxing and so are the horses, which is good, as everyone needs a few minutes to settle down.*
3. The head Instructor takes the opportunity to look at the various tack that participants will have. With diplomacy and tact, **riders with dangerous or unsafe equipment should be asked to remove the items for the day**. These items might include, but are not limited to, improperly fitted running martingales or standing martingales, training devices such as the chambon or gogue, draw reins, side reins, German Martingales a pelham bit upside down, just to name a few. *Remember, you must keep your eyes open for anything you feel might be unsafe for the exercise planned. Be patient, these are beginners trying to learn, be careful not to offend anyone.*
4. Ask for a show of hands of those who will be with the **Hilltoppers** (non-jumping) and those who will be with the **Hunting Hopefuls** (jumping). Direct the riders to the designated areas for each group. Make sure your participants understand that they will not be asked to ride over their level, their mounts will not be asked to jump if they are not capable, and group adjustments may take place during the day.

RIDING EXERCISES & INSTRUCTION

5. **HILLTOPPERS** should be able to walk, trot, canter and halt under control. Hilltoppers will concentrate on **spacing and safety** as well as learning how to maintain a safe distance from the horse directly in front. **"If you can not see the hocks of the horse in front, you are too close,"** is the command most commonly heard. Hilltoppers will **learn** how to properly **cross a creek, go over logs, follow single file, all while maintaining a proper pace and keeping a safe distance when going together as a group**. Beginner participants will become aware of what is going on around them and learn of possible dangers and hopefully how to avoid an unfortunate situation.

The afternoon cross country session for the Hilltoppers is a repeat of the morning. The **cross country session takes place primarily on trails** in the woods where a conduct and **action in the hunting field is simulated**. Group helpers play the part of staff members. As calls of **staff please** are sent forward, staff may approach from the rear of the field first, as they pass, they offer tips to riders on how to safely and quickly get off the trail turning their horse's head towards the oncoming traffic to avoid being kicked. This **can be practiced as many times as necessary** reversing the order of approach. The instructor should explain the necessity of this exercise, and the dangers to staff and their mounts, in the event a field member's horse kicks out. The instructor should demonstrate the angle the rider should take to the passing traffic. **The instructor may**

have checks throughout the ride where explanations are given regarding the basic conduct expected of the Hilltopper, and any questions from participants should be addressed as well.

HUNTING HOPEFULS are those individuals who can walk, trot, canter and jump under control. After a short talk on **spacing, control and safety** you will be ready for the **first exercise**, which should be a **group** one. Move into a slow trot, not necessarily single file, but as a group. This is done for several reasons, **many** of these animals have **never gone in a group, some never outside a ring**. You will quickly see which animals or riders are going to have difficulty with the exercise, and you should **make a group adjustment at that time if you feel that the horse and rider may be unsafe**. Move from the trot to a slow and controlled canter. Once again, and with the assistance of your helpers, watch animals and riders. Hold a **slow controlled canter**, for several hundred yards, **increase your pace** a bit, then **decrease the pace, this will tell you immediately which riders are able** to control their horses and which are not and the instructor ultimately must make judgment calls. **Perhaps** the strong horse just **needs more bit**, in which case you send the rider back to the trailer to put the pelham in or attach a flash nose band. Perhaps the horse or rider is not advanced enough in their training and needs to go into the Hilltopper group. This is an area which **an experienced instructor is needed to evaluate the situation on the spot**. Be careful not to hurt feeling when sending a rider to a less advanced group.

Having gotten a good idea for the level of rider and degree of competency in your group it is now time to begin the jumping portion. Use a **natural stationary type obstacle**, such as a log about two feet in height or a large secured telephone pole of the same height. Ask riders to **slowly trot to the log one at a time**, each time returning to the end of the line.

There will be refusals, in which case the instructor will work with the riders and try to solve the problem quickly. Needless to say, if you have an animal that consistently refuses to jump or **a rider that is overmounted and overfaced they must go into the Hilltopper group** so as not to cause problems for everyone.

The instructor should school riders over the two foot log until they are ready to move on to the next obstacle. A small hunting coop, about two and a half feet, well anchored between two large posts so that it can not flip over if hit, works well. Practice the same type of riding drill: trot to the coop first until proficient, then move on to a slow canter one at a time. A small drop fence can be added.

The Ultimate goal is to combine all of the obstacles into a course so that you have horse and riders trotting first through the course of fences then hopefully at the canter. Continually remind the riders about spacing and maintaining control.

The afternoon cross country session for the Hunting Hopefuls is much the same as the morning. The Hopefuls will be in the woods on trails where they also will practice **getting off the trails safely and quickly** as helpers send forward the **staff please** message. These exercises will prove **challenging for the novice**. As various hunting panels are jumped, explanations of what occurs when a rider refuses at a fence (must go to the rear of the field before trying again) and when a rider falls can be incorporated. Note, in the hunt field depending on the severity of the fall, leave as few people as possible behind to help. Checks should be made by the instructor where **explanations can be combined with questions from participants**.

6. **It is important to realize that this camp is not a riding school**. It is a camp, and the object is to **educate and assist the beginner foxhunter** by getting them hunting safely.

CHALK TALK

7. After the lunch break and before the beginning of the cross country session is a good time for the chalk talk. It is a welcome rest for the rider and animal as well. You should have a volunteer prepare a talk on **hunt attire, both formal and informal**. They should bring samples of attire, including boots and spurs and hang them where participants can look them over. Have your volunteers **discuss the four fold stock tie** and the various ways it can be used if necessary, i.e. an extra rein, a martingale, a stirrup, a sling, a bandage, etc. **Demonstrate how to tie the stock correctly** and how the pin should be placed. Also, make sure you **discuss hair nets and headgear**. The hunt Master is an excellent person to speak to your group regarding **conduct in the field and proper hunt field etiquette** that will be expected of them. This is also a good time to have **hand-out materials** passed around to the camp participants. If possible, have your club information booklet available as well as a current hunt fixture card for handing out. **Offer sufficient time for questions and answers.**

CONCLUSION

8. It is a good idea to **conclude** the **riding** portion of the camp around 3:30 giving your participants sufficient time to wash their horses and take care of their needs. **Horses should be loaded in trailers**. You should take the time at the end of the day and before your dinner or picnic to provide your participants with **a demonstration** of your hunt's **hounds by your Huntsman** and Staff. **Ask your Huntsman to explain what he does on a typical hunting day. Ask him to bring his horn and go over the various calls blown and why.** This is normally a wonderful part of the day, and everyone is eager to learn all they can about the wonderful sport. If your Huntsman is a good sport he will entertain questions and let everyone meet the hounds. Other organizations such as basset groups or beagle groups might also consider showing their hounds as well.

END THE DAY WITH A PICNIC DINNER OR BUFFET SUPPER

WHAT HUNT CLUBS CAN DO TO BRING YOUTH INTO THEIR ORGANIZATIONS

1. Consider holding a **Foxhunting Camp for Beginners**. Allow enough time to plan a well organized event. Avoid making it a fund raiser, keep in mind that this is for the good of your club and the sport of foxhunting.
2. Obtain the **United States Pony Club** local roster. Include the District Commissioners from local Pony Clubs to your regular hunt fixture card **mailing list**. Contact your local extension office, obtain the names of the local **4-H** equine **club** leaders and add them to your list.
3. **Communicate with club leaders**, perhaps a letter once or twice a year or even a phone call. Tell them about your organization and how you would like more youthful involvement.
4. Consider holding a winter time event. An **Introduction to Foxhunting Seminar** with the Master or Masters, Huntsman and a hound or two. These are unmounted sessions and a good way to get started. Send invitations to club leaders, *they may offer you their rosters in which case you can mail to each child*. Keep it simple. Ask the Huntsman or Master to demonstrate the use of the horn and talk about a typical hunting day. Show a couple of hounds explaining how conformation enables the hound to run and hunt successfully. Talk briefly about basic attire and etiquette. Include a questions and answer period.
5. Offer an **open** (*free no cap fee*) **day for juniors**, once a month if at all possible. Offer a Hilltopping group and a jumping group. If they have not hunted before, they must have an adult with them or work out some arrangement with one of your volunteer hunt members to ride with them for the day. *This is where a beginner support group in your organization is helpful in starting young riders.*
6. **Keep subscription rates** for juniors and young adults as **reasonable** as possible. Do not apply initiation fees to new juniors. Consider a lower capping fee for a junior and no capping fee for an accompanying adult or the other way around perhaps.
7. Perhaps a **Foxhunting Gymkhana** could be organized. Several of the mounted games could include, *A Hunting Exercise*, players “hound jog” through various exercises designed to respect and protect hounds. *The Hunting Game*, players “ride a line” where they learn proper traffic manners and etiquette. *Hunting Language*, players learn and carry out various “calls used by the field on a hunting day”. *A Mock Hunt* is great fun and could be used to end your Gymkhana or as a separate event altogether.
8. The best defense is a good offense, *educate your community*. Speak at local functions, schools, United States Pony Club meetings and other youth groups when invited. Speak to adult clubs such as the Rotary, Lions or Kiwanis Clubs, etc. **Introduce them to** the sport of **foxhunting**. Know your subject, keep it interesting. Let them know that foxhunting is fun, it is available to all riders and they are all welcome.

SAMPLES

THESE SAMPLES ARE COURTESY OF THE CASANOVA HUNT.
YOU ARE WELCOME TO COPY ALL OR PART OF THE FOLLOWING.

A FOXHUNTER'S CAMP FLYER

A RELEASE FOR A MINOR AND ADULT

HELPFUL HINTS FOR CAMP DAY

A TIMETABLE FOR A CAMP

– THE FOLLOWING ARE SAMPLES OF HANDOUT MATERIALS. –
BASIC INFORMATION IS VERY USEFUL WHEN
WORKING WITH BEGINNERS.

PRACTICAL AND HELPFUL HINTS FOR FOXHUNTING

GLOSSARY OF FOXHUNTING TERMS

RIDING WITH CASANOVA HUNT

(AN EXAMPLE OF A DO'S AND DON'TS LETTER FOR ALL RIDERS)

GENERAL HUNTING INFORMATION

WHAT IS FOXHUNTING?

A SUGGESTED READING LIST

OUTLINE OF A FOXHOUND

HANDBOOK FROM CASANOVA HUNT *(REAR POCKET)*

MANY CLUBS ALREADY HAVE THEIR OWN HANDBOOKS, IF NOT, CONSIDER USING THIS ONE FOR IDEAS. HAND ONE OUT TO EACH CAMP PARTICIPANT TO LET THEM KNOW ALL ABOUT YOUR ORGANIZATION

Casanova Hunt
Foxhunter's Camp for Beginners
(Children & Adults welcome)

-SAMPLE-

August 15th, **Owl Run Farm**, Casanova, VA, 9:00 A.M. to 6:00 P.M.

This will be a mounted one day camp with **ground** and **mounted** sessions to introduce the novice to foxhunting etiquette and situations encountered in the hunt field.

Riders will be divided into two groups. **Hilltoppers** are the non-jumping group for those who can walk, trot and canter under control. **Hunting Hopefuls** are those riders cantering and jumping under control.

Bring a bag lunch and we will furnish the drinks for a lunch break and chalk talk at noon.

Casanova Huntsman, **Tommy Lee Jones** will exhibit the Casanova Hounds. Master of Bassets, **Al Toews**, will show the Ashland Basset Hounds.

A **Picnic Supper** concludes the day with everyone invited to attend. The Masters and Hunt Staff will be on hand to answer any questions about hounds and hunting.

Sunday **August 16th** marks the first in the series of five **Hunter Tune Up Trail Rides** open to the public. This is the perfect way to introduce yourself and your mount to riding in a group.

Rides begin at 9:00 A.M., \$20.00 per rider

Non-jumping & jumping groups will be offered

August **16th**, Owl Run Farm

August **23rd**, Mt. Sterling Farm

August **30th**, Bannon Field

Saturday, September **5th**, Weston (riding out with staff & hounds)

Opening Day of Cubbing, September 12th, Jim Gulick's Farm

Cubbing will open on **September 12th**. Those attending the camp and one or more of the **Hunter Tune Up Trail Rides** are invited to a morning of hunting as guests of the Masters.

There is a \$10.00 non-refundable registration fee for the Beginning Foxhunter's Camp. Casual attire, hard hat with harness, riding shoes or boots and gloves are required. **Release** and waiver of liability **must be signed** and returned with the **registration form & fee.** **Save your space, RSVP** for the Camp by **August 9th**. For Information call, **540 788 4116**.

Timetable, schedule of events & directions will be mailed upon receipt of RSVP form.

Name _____

Address _____

Phone _____ **Age** _____ **Level of Riding, or Pony Club Rating** _____

Please return this form by August 9th with your \$10.00 registration fee and signed release to, Casanova Hunt, Post Office Box 105, Casanova, VA. 20139

CASANOVA HUNT
RELEASE, WAIVER & INDEMNITY AGREEMENT

The undersigned (hereinafter referred to as "Rider"), being of legal age or signing in conjunction with a parent or legal guardian if not of legal age, desires to participate in cross-country horseback riding, foxhunting OR other related equine activities with The Casanova Hunt, Inc., ("the Casanova Hunt"), and being fully aware of the risk of injury and dangers inherent in the riding and handling of horses, *and the EXCEPTIONALLY DANGEROUS NATURE of riding cross-country over steep and rough terrain*, hereby elects voluntarily to participate in said activities, and does hereby willingly enter into this Release, Waiver & Indemnity Agreement.

THEREFORE, IN CONSIDERATION OF BEING PERMITTED TO PARTICIPATE IN ANY EQUINE ACTIVITY SPONSORED BY THE CASANOVA HUNT, RIDER KNOWINGLY AND EXPRESSLY WAIVES RIDER'S RIGHTS TO SUE THE CASANOVA HUNT, ITS OFFICERS, GOVERNORS, MASTERS, MEMBERS, EMPLOYEES, AGENTS, SUCCESSORS, HEIRS, AND ASSIGNS, FOR ANY INJURY, DEATH, LOSS, OR DAMAGE CAUSED TO RIDER OR TO RIDER'S PROPERTY, AND RIDER AGREES TO ASSUME ALL RISKS INHERENT IN RIDING OR OTHERWISE COMING IN CONTACT WITH HORSES, INCLUDING, WITHOUT LIMITATION, THE RISKS OF INJURY, DEATH, LOSS, OR DAMAGE TO RIDER OR TO RIDER'S PROPERTY. RIDER ACKNOWLEDGES THAT RIDER HAS BEEN GIVEN NOTICE OF THE RISKS INHERENT IN AND INTRINSIC DANGERS OF EQUINE ACTIVITIES, INCLUDING (i) THE PROPENSITY OF AN EQUINE TO BEHAVE IN DANGEROUS WAYS WHICH MAY RESULT IN INJURY, HARM, OR DEATH TO PERSONS ON OR AROUND THEM; (ii) THE UNPREDICTABILITY OF AN EQUINE'S REACTION TO SUCH THINGS AS SOUNDS, SUDDEN MOVEMENT, UNFAMILIAR OBJECTS, PERSONS, OR OTHER ANIMALS; (iii) CERTAIN HAZARDS SUCH AS SURFACE AND SUBSURFACE CONDITIONS; (iv) COLLISIONS WITH OTHER ANIMALS OR OBJECTS; AND (v) THE POTENTIAL OF A PARTICIPANT ACTING IN A NEGLIGENT MANNER THAT MAY CONTRIBUTE TO INJURY TO THE PARTICIPANT OR OTHERS, SUCH AS FAILING TO MAINTAIN CONTROL OVER THE EQUINE OR NOT ACTING WITHIN THE PARTICIPANT'S ABILITY, AND RIDER EXPRESSLY AGREES TO ASSUME ALL SUCH RISKS AND WAIVES ALL RIGHTS TO SUE FOR INJURIES CAUSED BY SUCH RISKS. THIS WAIVER AND EXPRESS ASSUMPTION OF RISKS SHALL SPECIFICALLY APPLY TO RIDER AND TO ANY AND ALL MINOR CHILDREN AND/OR WARDS OF RIDER, IN ACCORDANCE WITH THE TERMS OF VA. CODE ANN. §3.1-796.132B, AND SHALL BE CONSTRUED TO COMPLY WITH ALL EXCULPATORY TERMS OF THE VIRGINIA EQUINE ACTIVITY LIABILITY ACT, VA. CODE

ANN. §§3.1-796.130 et seq. (Chapter 27.5, Code of Va. (1950)).

IF RIDER IS A MINOR OR OTHERWISE UNDER A LEGAL DISABILITY, THIS AGREEMENT SHALL BE SIGNED BY RIDER'S PARENT OR LEGAL GUARDIAN. BY SIGNING, THE PARENT OR LEGAL GUARDIAN AGREES (i) TO WAIVE THE PARENT'S, GUARDIAN'S, AND RIDER'S RIGHTS TO SUE THE PARTIES NAMED IN THE IMMEDIATELY PRECEDING PARAGRAPH; (ii) TO ASSUME, ON BEHALF OF THE PARENT, GUARDIAN, AND RIDER, THE RISKS SET FORTH IN THE IMMEDIATELY PRECEDING PARAGRAPH, IN ADDITION TO ALL OTHER RISKS OF RIDING OR OTHERWISE COMING INTO CONTACT WITH HORSES; AND (iii) TO INDEMNIFY AND HOLD HARMLESS THE CASANOVA HUNT, ITS OFFICERS, GOVERNORS, MASTERS, MEMBERS, EMPLOYEES, AGENTS, SUCCESSORS, HEIRS, AND ASSIGNS FROM ANY LOSS, CLAIM, SUIT, OR JUDGMENT RESULTING FROM ANY INJURY, DEATH, LOSS OR DAMAGE SUSTAINED OR CLAIMED BY RIDER (OR RIDER'S PERSONAL REPRESENTATIVE), AND FURTHER TO INDEMNIFY THE CASANOVA HUNT, ITS OFFICERS, GOVERNORS, MASTERS, MEMBERS, EMPLOYEES, AGENTS, SUCCESSORS, HEIRS, AND ASSIGNS FROM ANY AND ALL COSTS OF DEFENDING SUCH CLAIMS, INCLUDING ATTORNEYS' FEES.

It is expressly agreed by Rider and any parent or guardian whose signature appears on this document that this Release, Waiver and Indemnity Agreement shall be governed and construed as being sufficient to satisfy the assumption of risk and waiver requirements necessary to relieve equine activity sponsors and equine professionals from liability under the Virginia Equine Activity Liability Act, and that the Casanova Hunt is covered by the provisions of that Act. It is also expressly agreed by Rider and any parent or guardian whose signature appears on this document that the term "Member" as used herein, specifically includes any landowner whose property the Casanova Hunt meets on, passes through, or otherwise uses in connection with an equine activity, and that any such landowner is covered by the provisions of that Act and this Agreement.

This Release, Waiver and Indemnity Agreement shall be governed and construed by the laws of the Commonwealth of Virginia, regardless of where any injury or loss shall occur. In the event that any portion of this Release, Waiver and Indemnity Agreement shall be declared unenforceable, such declaration shall not affect the remaining terms of this document, which shall survive intact.

Rider has been advised to wear protective headgear at all times while riding or otherwise coming in contact with horses, and expressly assumes the risk of injury resulting from failure to do so and/or from selecting headgear which does not adequately protect against injury.

CAUTION: READ BEFORE SIGNING

Rider	Parent or Guardian*
Printed Name: _____	Printed Name: _____
Date: _____	Date: _____

[Please Print Clearly]

Address: _____

Email: _____

*PARENT OR GUARDIAN MUST SIGN IN ADDITION TO RIDER UNDER EIGHTEEN YEARS OF AGE. BOTH PARENTS WITH LEGAL CUSTODY OF A MINOR MUST SIGN



HELPFUL HINTS FOR CAMP DAY

- Find your **directions**, put them in your truck, or input address to GPS.
- If you have any **important papers to turn in**, put them in your truck.
- Pack** up your trailer the **night before** so you won't be rushed or late.
- Make sure all your **tack** is **properly adjusted, clean & safe**.
- Wear leather gloves** and maybe a second pair for the afternoon.
- Wear a traditional and (ASHA) **approved safety hat with harness**.
- Put your hair up and wear a **hair net**.
- Leave** the polo **bandages** at **home**, they can come off and injure your animal.
- Bring a **neck strap** (an old stirrup leather) just in case you want to put it on.
- Bring along a **little stronger bit**, just in case you might need it.
- Bring a properly adjusted standing-**martingale**.
- Dress** in **cool** and comfortable clothes suitable for riding.
- Bring **fly spray**.
- Bring a **water bucket**.
- Bring **equipment** to **wash** off your **animal**.
- Bring a **hay net** with hay.
- Bring a **lawn chair**.
- Bring your **lunch**.

INTRODUCTION TO FOXHUNTING

TIMETABLE

- 9:00** Tack up and get ready to ride
- 9:30** Line up on the fence, **Introductions, Instructions and Explanations**
- 10:00** Tack Talk
- 10:30** Divide up into groups, **Hilltoppers** or **Hunting Hopefuls**
- 11:00** **Hilltoppers** to the **arena** for basic evaluation of riding skills
- 11:00** **Hunting Hopefuls** to the **pole jump** in the bottom for evaluation of riding skills
- 12:00** LUNCH-come get drinks around the blue tent, water is at various marked areas
- 1:00** **Chalk Talk**, in gray shed, etiquette & attire, questions & answers.
- 2:00** **Mount Up**, safety, situations and more helpful hints
- 2:30** **Cross Country** session **begins** for **Hilltoppers** and **Hopefuls**
- 3:50** **End Riding.** Hounds & horn next, avoid a mishap-after cooling & caring for your mount, load horses and ponies in the trailers.
- 4:25** **Casanova Foxhounds, Tommy Lee Jones, Huntsman & Staff** to show the pack.
- 4:30** Tommy Lee to present, “**A Typical Hunting Day**”. Calls on the hunting horn, what they mean and what you can expect. Questions & answers. **Everyone is invited**, assemble at **log pile jump in the field**.
- 5:10** **Ashland Bassets, Al Toews, MBH and Staff** to show hounds.
Questions & Answer Period.

DINNER



PRACTICAL & HELPFUL HINTS FOR FOXHUNTING

Put your hunting **license in the lining of your hat**, coggins also if you can.

Wear leather **gloves. String gloves for wet weather.**

Wear a traditional & (ASHA) **approved safety hat with harness.**

Use **traditional leather hunting tack**, clean fitted saddle pad, & a properly adjusted **martingale.**

Put a little **more bit** on your horse, just in case **you might need it.**

In the beginning, a **neck strap** on your horse is a help & your animal will appreciate it.

Try to remember to **look up, sit up & watch where you are going.**

Be aware of what is happening in **front** as well as **behind** you.

If a horse around you could be a threat, **don't crowd**, move & keep a **safe distance.**

Bees, stay calm move quickly & safely away. Carry a B-sting kit if allergic & tell someone.

On a hunting day, **if you go in early** make sure to **get word to the Masters.**

Put a **red ribbon** in your horse's tail & ride in the rear if you think it might **kick.**

Put a **green ribbon** in your horse's tail & ride in the rear if your animal is inexperienced.

If your horse is a **known kicker**, foxhunting is **not the right activity** for this animal.

On **cold hunting days**, **dress warmly** & in layers.

Out hunting, always give the **hounds the right of way.**

Out hunting, always give the **Masters & Staff the right of way.**

When you **yield right of way**, **turn your horse's head** towards the horse & rider approaching.

Beware of any **hazard** on the trail and pass the word back, (**ware, whatever**).

Stay together, **keep up** with the Field at all times or **keep up** with the Hilltoppers.

Be courteous and considerate to fellow riders & help if needed.

Always be **courteous** and **considerate to landowners and farm workers.**

Be aware of traffic **on the road**, smile, say **"Good Morning, thank you for slowing down."**

Tie your hair up and **use a hair net** to keep it neat and tidy.

Arrive at the meet with a **clean horse & clean equipment.**

Clean your mount the night before. Load your equipment in your trailer the night before.

Be on time to the hunt meet.

Say **"Good Morning"** to Masters & Staff prior to hunting & **"Thank You"** to each at the end.

Put your **name, address, phone # & insurance information on a card** in your pocket.

Please **no smoking**, the woods are dry in the Fall & fire could be a hazard.

Invest in a **four fold stock tie**, you might be glad you did.

Use the **support group** for questions and a **buddy to hunt with** if you need to.

Check local tack stores **for used** jackets, riding pants, hats, and boots, you can **save \$'s.**

After hunting, remember **everyone** is always **welcome** to **refreshments**, don't be shy!

For directions, or possible meet changes, call the **hunt line, 788 9800.**

In the event of **cancellations** due to **weather**, call the **hunt line, 788 9800.**



GLOSSARY OF FOXHUNTING TERMS

All on: All hounds in, present and accounted for.

Away: A fox has “gone away” when he has left the covert (cover). Hounds are “away” when they have left covert on the line of a fox.

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

Blank: To draw blank is to fail to find a fox.

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

Button: To receive, or be awarded the hunt buttons and colors.

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

Cap: A fee that is paid by non-subscribers for a day of hunting, “capping”.

Check: An interruption on the run caused by hounds losing the line temporarily.

Colors: 1. Colors that distinguish the uniform of the hunt. 2. to be awarded colors is to be given the right to wear them.

Couple: 1. Two hounds for convenience in counting. 2. a device for keeping two hounds attached for training.

Covert: (Pronounced “cover”) A patch of woods or brush where a fox might be found. **Crop:** The stiff portion on a hunting whip, to which the thong and lash are attached. **Cry:** The sound given by hounds when hunting.

Cub: A young fox.

Cubbing: Early hunting before the formal season begins to benefit the young entry.

Double: To blow a series of short sharp notes “double the horn”. Signifies a fox is afoot.

Double Back: A fox that returns to covert after having left is said to double back.

Draw: To search for a fox in the covert.

Drive: The urge to get forward well with the line. “That hound has drive”

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

Earth: A 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.

Feather: A hound “feathers” when he indicates, by actions rather than by voice, that he is on a line or near it. The stern is waved and activity is concentrated and intensified.

Field: The group of people riding to hounds, excluding the MPH and Staff.

Field Master: The person designated by the MFH’s to control the field in their absence.

Fixture: The card sent out to list the times and meeting places for the given period.

Ground: “To go to Ground” To take shelter (usually in a ground hog hole).

Hark: 1. “Please be quiet and listen.” 2. Hounds rushing to a hound that has opened.

Head: To head a fox is to cause it to turn from its planned direction of travel, (every effort is made not to do this).

Heel: Backward, hounds following the line the wrong way are running “heel”.

Hill Toppers: Those who follow hounds on horseback at a distance behind the regular field without jumping.

Hold Hard: “Stop quickly please”

Honor: A hound “honors” when he give tongue on a line that another hound has been hunting.

Hunting Whip: The crop, thong and lash is know as the hunting whip.

Huntsman: A Staff member who trains the hounds, hunts the hounds & controls them in the field.

Lark: To jump a fence unnecessarily when hounds are not running.

Lash: The short piece of cord attached to the end of the whip thong. See also thong.

Lift: To carry hounds forward.

Line: The trail of the fox.

Litter: Young born of the same mother at the same time. In foxhunting it applies to whelps (puppies) or fox cubs.

Mark: A hound “marks” when he indicates that a fox 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.

Master: The MFH. The person in command of the hunt in field and kennels.

Meet: 1. The assembling of the hunt for a day’s sport. 2. The actual place is called the meet.

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. See also tongue.

Pad: The foot of a fox, or the center cushion of a hound’s foot.

Panel: A jumpable fence between two posts.

Point: 1. The straight line distance made good in a run. 2. The location to which a whipper-in is sent to watch for a fox to go away from the covert.

Ratcatcher: Informal hunt attire, and is as follows: tweed or dark colored coat, fawn, tan or brick colored breeches with brown, tan or black field boots or jodhpur & jodhpur boots. Approved hat & harness, either shirt with necktie, colored stock tie (not white) or turtleneck.

Rate: A warning cry given to correct hounds.

Ride: A lane cut through the woods.

Riot: Anything that hounds might hunt that they shouldn’t.

Run: Describes action after hounds find the line of a fox. This usually implies a gallop for the field.

Scent: The smell of the 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 the weather.

Speak: For a hound to give tongue.

Staff: The Joint Masters, Huntsman and Whippers-In.

Stern: Tail of a hound.

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

Thruster: A member of the field who rides too close to staff or hounds.

Tongue: Cry, A hound “gives tongue” when he proclaims with his voice that he is on the line of a fox.

View: To actually see the fox. Should a member of the field view, they should quietly inform the Master right away.

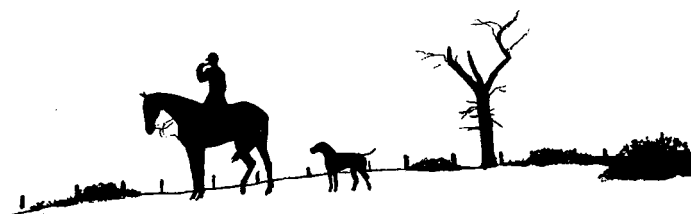
View Holloa: The high pitched cry given only by a staff member on viewing a fox breaking covert.

Walk: Puppies are walked during the summer for training.

Ware: A caution to riders. “Ware hole”, “Ware Wire”, “Ware Hound” etc.

Whelp: A young puppy, or to bear puppies.

Whipper-In: A Staff member who assists the Huntsman in the control of hounds.



RIDING WITH CASANOVA HUNT

Foxhunting is for fun. All sorts of people are involved and the whole countryside is a part of it. People hunt for different reasons, but for whatever reason the more you know about hunting the more fun and sport it will be.

Over the past two hundred plus years there have evolved some general rules for those persons on horseback who follow the hounds. These rules are based on courtesy and safety and, with only slight modification for local conditions, are followed by all recognized hunts.

This letter is prepared primarily for new subscribers to Casanova Hunt, but will also serve as a check list of the more important “do’s and don’ts” concerning the duties and courtesy expected of the field toward the farmers and landowners, the hunt staff and to each other. If everyone does his best to observe these rules we will hopefully continue to have good relations with the community, safety in the field, and good sport. For those who will be new to the hunting field it is a good idea to try to learn as much as you can, both from experienced foxhunters and from a good foxhunting book, as it is impossible to list all of the pitfalls which can be unsafe, discourteous, or can hinder the staff and the hounds in the pursuit of the fox.

1. Year around respect for property owners is a must. A mistake by one person can reflect badly on the whole hunt. Always greet landowners and their employees and observe the following basic rules when riding over their property. Ride around the edge of seeded or planted fields. Ride along furrows of a plowed field, not across. Do not ride through wet meadows. Be very careful to avoid lawns. Familiarize yourself with areas where riders are requested not to go. Many times people assume that since we hunt over certain land during the season, it will be all right to trail ride there also. That is not the case. Please ask permission from the landowner first. Be considerate. To disregard the wishes of an owner is to invite trouble for the whole hunt. Detour around pastured stock if possible. Prepare to walk or stop if stock becomes excited. If you open a gate, or are the last through, close it correctly and securely. If you lower a rail, put it up securely. If you damage crops or damage or break a fence, fix the damage as best you can and report it immediately to a Master or member of the staff On no account leave if there is danger of stock getting loose.

2. Accidents can happen. All riders are required to sign a release prior to mounting. The hunt carries liability insurance to cover Landowners and the Hunt, but every rider is responsible for their own Personal General Liability Insurance. This is usually part of your home or renters insurance package. Check with your insurance agent.

3. Please have emergency information in the pocket of your riding jacket. A card with your name, address, doctor, and hospital of choice along with the name of a person to be notified and their phone number. Pertinent medical information as well as insurance company and policy number would also be very helpful. Accidents can occur at any time and to anyone and the information contained on this card could be very important.

4. Make arrangements to pay your subscription early in the season. Please make your payment plan known to the Honorary Secretary. Payments should be completed in full by November 1.

5. Riders who are paying a capping fee should introduce themselves to the Honorary Secretary and sign a release, and pay the cap before hounds move off. Persons capping should introduce themselves or be introduced to the Masters before hounds move off from the Meet. Members who desire to bring a guest on a day when a breakfast is carded should check with the host or hostess at least one week in advance.

6. Be punctual at the Meet. Exercise care in parking vans and trailers so as to avoid low, wet places and the cutting up of fields or blocking off driveways. If you hack to the Meet, avoid going through coverts which might be drawn that day. If you leave early, please advise the Master, either in person or through another member of the field. This is not only a matter of courtesy but the Master is responsible for the field and must know who is out and when they leave as a matter of safety.

7. When hounds are drawing, keep with the rest of the field and behind the Master or Field Master. Do not follow the huntsman or talk to the huntsman or whippers-in when they are listening to the hounds. Stand still at a check and be quiet. When a fox is halloaed away, don’t move off until the Master does. We are a “follow the Master” hunt for a number of good reasons. If you view a fox, “tally ho” quietly it to the Master or staff, remove your hat and point with it and your horse in the direction you last saw it traveling, after it has moved off approximately a hundred yards or so, in order not to turn it.

8. Turn your horse’s head towards passing hounds or other horses to avoid kicking them and back into the woods, or off the trail. If hounds or staff must pass on a narrow road or trail, move over” to one side promptly (all riders on the same side). Always alert other members of the field by calling out (staff please, huntsman please, etc.).

9. Keep a safe distance behind the horse in front but keep the field closed up. Stragglers can often interfere with the work of hounds and staff Hilltopping is allowed for those who do not wish to stay up with the field, providing the other rules of dress and conduct are observed. We require that an experienced foxhunter who knows the country lead those who wish to remain behind and go at a slower pace.

10. If your horse refuses a fence, you must go immediately to the back of the field. Those with green or uncertain horses should stay in the back. Do not bump, crowd, cut-in, or cut off other riders at a fence or a gate and always look behind in case a member of the staff wants to pass. Try to avoid galloping up immediately behind another rider. Show every consideration to a person on a young or green horse. Keep your horse under control at all times. There is nothing more dangerous in the hunting field than a horse out of control. Avoid “larking” over fences. Damage done to a fence during a run is an “accident” but damage to a fence unnecessarily jumped is a nuisance.

11. Juniors must ride in the rear unless invited forward and give way to senior members. Casanova Hunt holds an open (free) hunting day for Juniors once a month. New subscribers should generally ride toward the back of the field.

12. Cub hunting is early hunting before the formal season opens. The formal season for Casanova normally opens on the third Saturday of October. Cub hunting usually begins mid-September. The primary purpose of cubbing is to enter the young hounds into the pack and teach them to hunt only foxes. It also provides an opportunity for members and subscribers to leg up their horses, try out green horses, and of course enjoy some early morning sport. All the rules of courtesy and safety apply to cubbing as well as to the formal season.

13. Colors. Each season the Masters grant permission for colors to be given to subscribers thought worthy of them, but this permission is charily given. To earn one's colors it is necessary to have hunted faithfully two to five years and to have proved oneself to be a sportsman in the true sense of the word.

14. Hunting attire. Over the years that people have been hunting a form of clothing has been developed which is the most practical under average conditions of weather and terrain encountered in the hunting field. Riders are permitted to wear a (AHSA) approved hard hat with attached harness. Riders will also be permitted to wear a caliente type of helmet provided a traditional black hunt hat cover is on it. The regular hunt cap, without the attached harness, is no longer permitted. Riders may elect, at their own risk, to wear the traditional hunt derby or top hat in lieu of other headgear. Casanova Hunt requires the conventional dress which is as follows:

a. Cubbing. Ratcatcher is appropriate for cubbing and is as follows: brown or other dark color tweed, houndstooth or heavy riding coat; fawn, tan or brick breeches with boots or jodphur boots; (ASHA) approved hard hat with attached harness; colored (not white) stock, choker, neck tie, or heavy turtleneck. Blue jeans, chaps, sweatshirts, or windbreakers are improper.

b. Regular season. Formal attire is required from opening meet on which is as follows:

(1) Subscribers - Ladies and Gentlemen. White stock tie, canary tattersal or Casanova blue wastecoa, breeches of yellow, tan or buff, black boots (without tops for men), spurs (black straps), tan leather or string gloves, black melton riding coat with plain black buttons, and either an (ASHA) approved headgear or traditional black hunt derby.

(2) Lady members. Same as for subscribers except black hunt buttons on the coat and hunt colors on the, collar, and patent leather boot tops preferred.

(3) Gentlemen members. Same as subscribers except black hunt buttons on the coat or they may turn out dressed as staff except that the derby hat is replaced with a hunting top hat or AHSA hunt cap with harness. The scarlet member's coat has rounded front bottom corners. The blue wastecoa with red lapels is reserved for Masters and Staff only.

(4) Juniors. At one time the MFH Association was of the opinion that persons should not wear formal hunting attire until reaching sixteen years of age. Local custom at Casanova has permitted young juniors to hunt in a black coat and boots and this is certainly permissible if the parents so desire. Generally speaking, however, correct attire for children under 16 years of age is informal, as follows: brown or other dark color tweed or heavy riding coat; fawn, tan or brick breeches with brown boots or jodphurs with jodphur boots; AHSA approved headgear with harness, colored (not white) stock, choker or heavy turtleneck. Parents should remember that foxhunting is a chilly sport, and warm gloves and extra sweater and more than one pair of light hose or socks is very helpful.

Once each season we schedule a capping fee for all riders to give to the Hunt Staff Benefit Foundation. This organization is a charitable trust whose purpose is to provide financial assistance to professional hunt staff of organized hunts throughout the country, who for one reason or another, have become incapacitated or impoverished. We hope you will give generously to this worthy cause.

And finally, remember that courtesy, good manners, and respect for the rights of others costs nothing. A "thank you" to someone who has opened a gate or lowered a jump or to the staff and Masters after a days hunting can enhance your and their enjoyment of our wonderful sport.

Good Hunting

GENERAL HUNTING INFORMATION

Over the years, foxhunting in the United States has evolved more into foxchasing since it is not our intent to kill the fox. The fox does not present the threat to livestock here, as it does in England.

Organized hunt clubs have trained foxhounds which are used to chase fox. Participants hunt for a variety of reasons, but primarily to observe the hound work as they pursue the fox.

Hunt clubs normally visit an area two or three times a year, weather permitting. Permission is normally requested from a landowner to come hunt once in September, once in November, and in January. If the weather is mild, it is a possibility that the hunt would also hunt in the early Spring.

Hounds are transported to the various hunt meets in the hound truck by the Huntsman, The average hunt lasts about three to four hours, then hounds are taken home. As a rule, hounds are never left behind.

The people who follow the hunt bring their horses in trailers and park in a suitable and designated area. Subscribers who ride with a hunt wear plain black coats and follow a Master of Foxhounds or a designated field master. The Masters, Huntsman and Whippers-In wear red coats. Gentlemen Members of the Field, who have earned their colors, may also wear the red coat.

The Master or field master leads a group of riders so that they can see and hear the hounds work and possibly catch a glimpse of the fox. It is the responsibility of the Master or field master to lead the group while incurring little or no damage to the land. It is important to provide the landowner every possible consideration.

Livestock, homes, barns, beef and dairy operations should be avoided. While running, hounds may pass through in pursuit of the wily fox, the riders are taken around sensitive areas in an effort to provide fun and enjoyment while averting possible problems.

Jumps are constructed as necessary and with the landowner's permission, a jump which is commonly referred to as a chicken coop or hunt panel is built. A panel is approximately 60" wide at the base and 3' 2" in height. These coops are constructed of oak 1" x 6" fence boards which are built high enough and wide enough to keep curious cattle in and fences strong and tight.

All hunt meets, or fixtures are scheduled two to four weeks prior to the meet. Landowners are contacted and, in some cases, adjoining landowners are contacted to request permission in advance. Of course, in the event of soft, wet ground, ice, snow or high winds hunting is canceled or rescheduled.

Hunt members are expected to follow rules of courtesy and adhere to proper etiquette at all times.

Permission for the hunt to cross private property on a hunting day does not provide a hunt subscriber in any way with an open invitation to ride at other times. Riders should not trail ride over private land on non-hunting days without securing specific permission from the landowner. A mistake by one person can offend a land owner and reflect badly on the entire hunt.



WHAT IS FOXHUNTING?

Foxhunting is the pursuit of wild fox, with hounds. The hounds possess a sense of smell which enables them to follow the trail or scent left behind. It is a competition between fox and hound, with the advantage clearly in favor of the fox.

The fox and hound have enjoyed a close relationship throughout time. Over the years the foxhound has been bred to improve his ability to pursue fox. With his keen sense of smell, the diligent hound follows the trail of scent left by the fox as he travels over the countryside. The fox, a hunter himself, seems to enjoy outwitting the persistent hounds and will lead them on a merry chase before seeking refuge in a ground hog hole or other safe haven. It is important to keep in mind that the fox is in command of the hunt, as he may elect to run, or he may choose to simply go in a hole at any time. When the fox goes in a hole it is said that he has “*gone to ground,*” and that ends the chase.

Foxhunting is also a demonstration of the skill and art of the Huntsman, as he works for and with the hounds and they with him. The Huntsman’s teamwork with the Masters and Whippers-In contributes to the success of the hunting day.

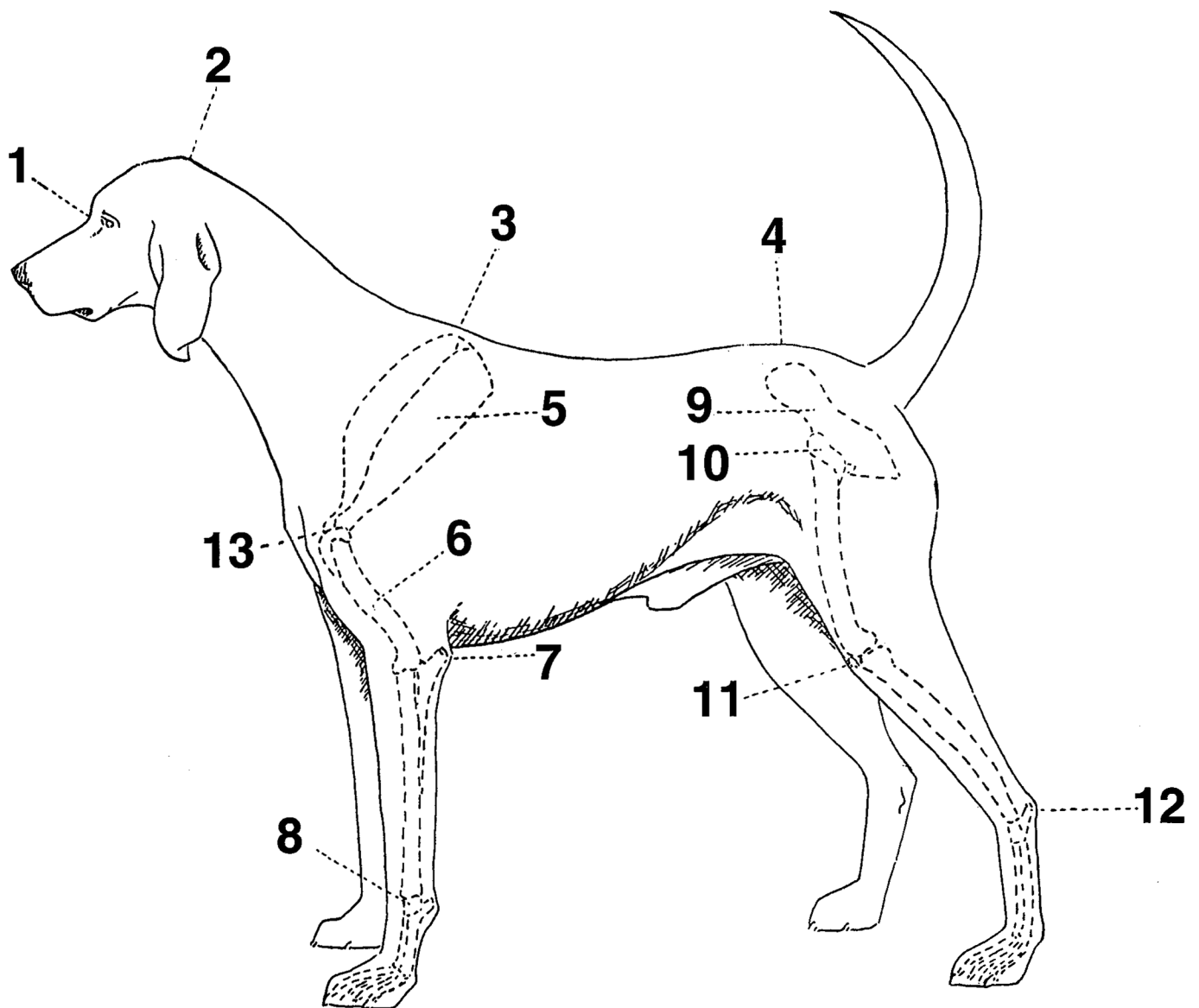
The hunt staff is made up of the Masters, the Huntsman and the Whippers-In. The Masters manage the hunt, lead the field and strive to provide good sport for the subscribers of the hunt. The Huntsman hunts the hounds. He is the central figure on the hunting day. His knowledge and skill is essential in the successful partnership with the hounds. The Whipper-In is the Huntsman’s assistant and provides him with an extra set of eyes and ears. The Whipper-In uses the whip as a noise making device to attract the attention of the hounds. The people who follow the hunt are referred to as the Field.

In a nutshell, the Huntsman hunts the hounds, with the assistance of the Whippers-In. The Masters lead the Field, jumping panels and galloping as fast as necessary in an effort to keep the Field in a position, so as not to interfere with the line of the fox, the hounds or Huntsman, but where they are able to watch and listen to the hounds.

Foxhunting knows no age barrier. Adults and children alike come together to share the joys of an autumn countryside as it is brought to life with the cheerful hunting song of the hounds. Organized hunts, seek to bring the enjoyment of the hunt, one of the most exciting and challenging of all pursuits, to all its subscribers.



OUTLINE OF A FOXHOUND



- | | |
|--------------------------|--------------------------------------|
| 1. "Dip" between eyes. | 2. "Button" or Inion |
| 3. "Shoulder" or Withers | 4. "Hip Bones" or Sacro-iliac joints |
| 5. Shoulder Blade | 6. Humerus |
| 7. Elbow | 8. Carpals |
| 9. Pelvis | 10. Hip Joint |
| 11. Stifle | 12. Hock |
| 13. Shoulder Joint | |

FOXHOUND

HEAD

- SKULL:** The skull should be fairly long, slightly domed at occiput, with cranium full, but not too broad, stop moderately defined.
*Defects-*Heads which are flat, narrow across the top, have excess of dome or pointed occiput.
- MUZZLE:** The muzzle should be straight and of fair length, the lip reasonably long, giving the muzzle a square appearance.
*Defects-*Muzzles which are long and snipey, very short, Roman nosed, upturned. Teeth under or overshot.
- EARS:** The ears should be set on moderately low and long, when drawn out reaching nearly to the tip of the nose. They should be fairly broad with almost entire absence of erectible power, setting close to the head with the forward edge slightly inturning to the cheek and tapering to a rounded point.
*Defects-*Ears which are short, round, set on high or with a tendency to rise above the point of origin.
- EYES:** The eyes should be large, set well apart and of a dark color. *Defects-*Eyes which are small, terrier like, protruding, or light in color.

BODY

- NECK:** The neck should rise light and gracefully from the shoulder, strong in substance yet dean and fairly long, with the throat practically free from folds of skin.
*Defects-*Necks which are thick, short or carried on a line with the shoulders. Throats which show dewlap and folds of skin to a degree termed "throatiness".
- SHOULDERS:** The shoulders should be sloping, dean yet muscular, conveying the idea of strength and freedom of action.
*Defects-*Shoulders which are straight or loaded (appearing thick and heavy).
- CHEST:** The chest should be deep for lung and heart space.
*Defects-*Chests which lack depth or are very narrow or disproportionately wide.
- RIBS:** The ribs should be well sprung and extend well back. *Defects-*Ribs which are flat, or too short giving a lack of depth.
- BACK:** The back should be of moderate length, muscular and strong. *Defects-*Backs which are very long, swayed or roached.
- LOINS:** The loins should be broad, well muscled and slightly arched. *Defects-*Loins which are narrow or flat.

LEGS

- FORE LEGS:** The fore legs should be straight with adequate bone and tissue, the elbows straight, the pasterns of moderate length and straight.
*Defects-*Elbows which turn out. Knees which knuckle over forward or bend backward. Pasterns which are too long.
- HIND LEGS:** The hips and thighs should be strong and muscular giving an abundance of propelling power, stifles and hocks well let down, firm, and moderately bent.
*Defects-*Lack of muscle and propelling power, legs which are too straight at stifles and hocks; cow hocks.
- FEET:** The feet should be close and compact, pads full and toes well arched, and nails strong.
*Defects-*Feet which are long. Turned out or in. Toes open or spreading.

STERN

The stern should be set on moderately high, carried gaily, but not turned forward over the back. It should have a slight curve, and may have a slight brush.
*Defects-*Sterns which incline forward from the root have a tea pot curve, excessive brush, long sterns or a "rat tail."

COAT

The coat should be close, hard, smooth, of medium length.

COLOR

Any color.

SUGGESTED READING LIST

Introduction to Foxhunting

by *Lt. Col. Dennis J. Foster*

Foxhunting in North America

A Comprehensive Guide of Organized Foxhunting
in the United States and Canada, 1985
by *Alexander McKay Smith, MFH*

A Kids Guide to Foxhunting

by *MFHA Foundation*

A Centennial View

Foxhunting in North America Today
by *MFHA Foundation*

The Manual of Horsemanship

The Official Manual for the United States Pony Club

Foxhunting - Some Reminders

A pocket size flyer available from The United States Pony Club

Magazines and Newspapers

With articles and stories relating to foxhunting.

Covertside

In & Around Horse Country

The Chronicle of The Horse

Horse and Hound, (UK)

