



# HANDBOOK





# COMPONENTS OF THE HUNT

*(for unfamiliar terms, see the glossary)*

## FOX AND COYOTES

The fox or coyote are always the stars of the show. Our sport comes mainly from the chase. Most followers cheer-on the hounds, but they secretly root for the quarry. Viewing a hunted fox or coyote is one of the great thrills of sporting life. Foxes come in two species in our area: red and gray. Reds are the better quarry, since they tend to run in large, irregular circles, avoiding hounds by stealth and cunning or by going to ground (down a hole). Gray foxes, on the other hand, tend to stay within small, tight coverts. Grays have no tag (white tip) on the brush (tail), have shorter snouts, and are, well, grayish in color.

Coyotes are much larger than a fox. They come in a variety of colors. While it is commonly thought that they run in a straight line, somewhat like the fox, they are territorial and run in large circular patterns.

## HOUNDS

The main purpose of even mounting a horse on any particular hunting day is to follow hounds, either to watch them work or to listen to their music. The main purpose of the hunt organization, dues, and fundraising is to support the everyday care, feeding, breeding, and training of these great animals. In the off-season, one can get involved in the raising, exercising, training, and support of our hounds.

Bull Run presently maintains about 25 couple (50 individuals) of entered (hunting) hounds. While we are always open to trying different types of hounds to see which works best for our territory we mostly have cross-bred hounds and they seem to suit us best. We do have some English types such as Fell and the Old English Foxhounds as well as a few American Fox Hounds.

## LAND, COUNTRY TERRITORY

Without the generous support of dozens of local landowners, we could not even consider hunting. The hunt owns very little land itself, and we have no right to gallop across the countryside without the expressed permission of those whose land we cross. It is every member's responsibility to respect the land, crops, livestock, gates, fences, and natural settings. It is the Masters' responsibility to obtain the support of and to mend relations with the landowners. It is



the hunt membership's responsibility to maintain those good relations. The boundary of the overall territory we hunt is arranged between the Masters of neighboring hunts, and it is registered with the MFHA. Permission to hunt in a given area is necessary but not sufficient. We also need to be able to ride across the countryside with safety and dispatch. That means that we must have jumps and gates in fence lines and trails through the woods. It is the hunt's responsibility to install and maintain the panels (jumps and gates) and trails for which the Masters have gotten approval from the landowners. Some extraordinarily generous landowners have done this for us. Paneling and trail clearing are major projects for the membership.

## **STAFF**

### **Huntsman**

The Huntsman is the person in charge of hunting the hounds on any particular day. He determines the day's strategy, instructs the Whippers-In, leads the pack to covert, puts them in, encourages them, helps them if necessary, rates (disciplines) them if they riot (chase something they shouldn't), and generally commands the actual hunting. The Huntsman uses the horn to communicate with hounds, Whippers-In, and the field.

### **Whippers-In**

Whippers-In (vulgar shorthand: 'Whip' are the hunt staff responsible for assisting the Huntsman in controlling hounds, keeping hounds with the pack, and scouting ahead during the hunt. They will be positioned tactically to calmly view a fox going away, then burst into action to maintain their tactical position or to keep hounds from chasing something they shouldn't. They may also be positioned to keep hounds away from a busy road, a distraction, or forbidden land. They signal the Huntsman, by hollering, of a view (good) or riot (bad). They must be continually aware of the pack's activity, and they must determine where next to position themselves. Therefore, they must know their way around and be skilled enough and well mounted enough to get there on their own. They note which hounds are doing what on a run. They break hounds off a heel line, a false line, riot, or highway; they bring separated hounds back to the pack; and they gather stray hounds at the end of the day. They know the hounds by name, and they know their faults and talents. They are skilled in using their hunt whips and voices to accomplish their duties.

### **Field Secretary**

This sweet-talking, but persistent individual is responsible for assuring that all mounted followers have paid their dues or caps, have signed waivers, have Coggins tests on their horses, and have hunting licenses for themselves.



## **FOLLOWERS**

### **Field Master**

One person will be put in charge of each mounted field of riders. He or she is responsible primarily for controlling the mounted riders and for protecting the landowners' property and livestock. Each Field Master will lead their field with the goals of getting around efficiently, safely, and with a good view of hounds and staff at work. A Field Master will have experience, know the country, know what hunting with hounds is about, and, if necessary, be able to discipline the field. All riders must stay with and obey their Field Master. Talking or chatting to the field master should wait till either the beginning or end of the day unless there is a real need to relay an issue or problem. It takes a lot of concentration and some knowledge of both the hunt territory and fox hunting to navigate a field of riders in a way that they can view hounds but stay far enough away from the huntsman so as not to interfere with hunting.

### **First Flight, First Field, or Fast Field**

They are well-mounted and skilled enough to go where the chase takes them. They must be able to jump reliably and stay with the Field Master. Their goal is to keep up with the hounds and Huntsman, especially on a chase. Any follower who cannot keep up should move to the second flight.

### **Second Flight, Second Field, or Non-Jumping Field**

Bull Run's second flight is a non-jumping group that follows the first flight and may move as far and fast as the first flight if terrain and gates allow. Some horses and riders may be green, older, or recovering from injury and are unable to jump the panels in our territory. We have plenty of fallen logs and barways to entertain these folks, but their primary means of getting around will be gates and detours. Riders are expected to open and close their share of gates (injury, inability, and sidesaddles excepted).

### **Third Flight, Third Field, Hilltoppers**

Bull Run when necessary has a separate hilltopping field. Hilltoppers are riders who move at a walk or trot between strategic positions to watch the action from a distance, perhaps from a hilltop. They avoid interference with the fox, the hounds, and the first and second fields.

### **Car Followers**

Non-mounted followers often see more wild animals than mounted followers do, and they are



usually able to hear the music of the hounds just as well. Many meets include folks in 4WD vehicles parked at good vantage points, taking in the spectacle of the hunt while enjoying easy access to refreshments and shelter. Car followers must have the permission of a Master. Any driver who is not intimately familiar with the roads, tracks, and pastures we are allowed to use must stay with someone who does. Gate closing and respect for landowner's property and livestock is every bit as important for car followers as it is for the mounted followers.

## **THE CLUB ORGANIZATION**

Bull Run Hunt, Inc. is a corporation within the Commonwealth of Virginia. It's the organizational, legal, and financial structure that supports all aspects of our sport. Dues, fundraisers, capping fees, etc. all support hounds, staff horses, professional staff, facilities, equipment, materials, administration, outside services, and other expenditures. The Board of Directors, acting within the By-Laws and elected by the voting membership, makes the corporate decisions on behalf of the membership, while the Masters run the operation of the Hunt.

## **HUNT HISTORY**

The Bull Run Hunt Club was organized in Manassas in the Autumn of 1911 as an offshoot of either a private or trencher-fed foxhunting pack which operated around Catharpin, just north of Manassas, in and around the Bull Run/Manassas battlefield. Little is known of the hunt's early years. The Bull Run Hunt Club hunted country registered with the MFHA by both Middleburg and Fairfax hunts. Because of this, Bull Run was ineligible for MFHA recognition and retained a low profile. In 1937 a group of local farmers from the Manassas area (including at least one member from the 1911 club) reorganized the hunt, and it has been in continuous operation ever since. The hunt received official recognition in 1954 from the MFHA (the Masters of Foxhounds Association), foxhunting's governing organization. The hunt gets its name from the creek that runs through its original hunting country in Prince William County just north of Manassas. Bull Run was the site of two major Civil War battles, known by the Confederates as the battles of Manassas. A significant portion of Bull Run Hunt's original territory was included in what is now Manassas National Battlefield Park. In the late 1980's changing U.S. Park Service regulations and the press of urban sprawl prompted the hunt to acquire the right to hunt in more promising territory around the Culpeper area.



# ATTIRE & APPOINTMENTS

## GENERAL

Hunt caps should fit well regardless of whether they have a harness or not. Long hair is tied back and contained in a hair net. Although we do not require that adults wear ASTM approved safety helmets, we highly encourage everyone to wear one. Juniors are required to do so. Ideally, each rider should wear spurs and carry a hunt whip with a thong. The thong may be dropped to ward off the approach of a hound, but it should never be used otherwise, unless requested by staff. The end of the hunt whip is often a shaped antler. That end is also useful in pulling gates closed. It may also be of emergency use to staff who may break theirs. If a hunt whip cannot be safely carried, a rider should at least carry a crop (not a racing bat); but it should never be carried in one's boot. A rider may also carry wire cutters on the saddle. Saddle flasks, sandwich cases, fence tools, holsters, camera cases, etc. should be unobtrusive and made of leather. Keep gee-gaws (bling) to a minimum. Coats should remain buttoned while a rider is mounted. Sunglasses are frowned upon in some circles as they are incongruous with the timeless image of the traditional dress. Fancy jewelry and perfume are inappropriate. As a nod to practicality, authentic-looking rubber riding boots are tolerated. Hunting tack is simply that which is most appropriate for the job: plain and strong. Bridles, reins, and stirrup leathers cut from heavier pattern are more dependable in the hunt field. It must be clean, serviceable, and reliable. Check girth, reins, and stirrup leathers frequently. Breastplates are a good idea, both for the comfort of the horse and the added safety of the rider. With respect for the overall visual picture, the less correctly turned out riders should remain in the rear of the field.

### EARLY AUTUMN HUNTING

At the discretion of the masters, BRH does allow the wearing of muted colored polo shirts when the weather is warm. It is at the discretion of the masters. With the polo shirts muted colored breeches, boots, gloves and hunt helmets are always worn. Never wear a red polo shirt as they are reserved for staff only. Please always listen to the hunt monitor to find out what the attire is for the next hunting day. Even when the masters allow the wearing of polo shirts it is always fine to wear ratcatcher attire.



## **RATCATCHER**

Informal dress, known as ratcatcher, is worn during autumn hunting prior to opening meet. Ratcatcher may also be worn for informal meets during the regular season which are typically meets held on weekdays.

### **Ladies**

Ladies wear a tweed coat or hacking jacket, natural-colored (buff or tan, or rust colors but never white) breeches, shirt and colored tie or ratcatcher shirt with collar and colored stock tie and pin, tattersall vest, brown leather gloves, brown or black field boots, and hunt cap. Bowlers are also allowed and occasionally worn.

### **Gentlemen**

Gentlemen wear a tweed coat or hacking jacket, natural-colored (buff or tan, but never white) breeches, shirt and colored tie, tattersall vest, brown leather gloves, brown or black field boots, and a hunt cap or derby with a hat cord.

### **Juniors**

Juniors wear a tweed coat or hacking jacket, natural-colored (buff or tan, but never white) breeches with tall black boots or jodhpurs with brown jodhpur boots, shirt and colored tie or ratcatcher shirt with collar, tattersall vest, brown leather gloves, and an ASTM safety helmet with a harness & black cover.

## **FORMAL**

Formal dress, typically worn on weekend meets or joint meets is a bit more complex. There are a few traditional cuts of hunt coats, which, to a degree, dictate the rest of the dress. The two most common cuts are the Melton and frock coats.

### **Melton Coat**

The Melton is cut much like a traditional sport coat. It has plain black buttons and should be worn with natural-colored (buff or tan, but never white) breeches, (BRH does NOT use rust breeches with formal attire) a white shirt, white hunting or stock tie with a plain gold stock pin worn horizontally, tattersall or canary vest with plain brass buttons, black boots without tops (not field boots), brown leather or white string gloves, and a black velvet hunt cap or derby with a hat cord.



## **Frock Coat**

The classic traditional hunting coat is a frock coat, which is identified by its long skirts and a seam about the waist. Historically, it is the gentleman's coat, so the corresponding dress is a bit more formal. With a black frock coat, which anyone is entitled to wear, a gentleman must wear white breeches, black boots with brown or colored tops, and a black velvet hunt cap or a silk top hat with hat cord (not a derby). Small leather belts called garters, although rarely seen these days, are correct with top boots and should be the color of the breeches. The skirts of the frock coat should be fully rounded in front, except for hunt staff who have them squared off. Frock coats should have three buttons in the front except for staff, who wear five buttons, or a Master not riding up with staff, who wears four buttons. One whistle pocket is proper. The rest of the dress is the same as with a Melton coat.

## **Ladies**

Ladies wear a black or navy blue frock coat or Melton coat with plain black buttons. A lady will wear a canary or tattersall waistcoat, a white shirt with a white stock tie and a horizontal gold pin, buff, tan or canary breeches of twill, cord, or leather, wash or brown leather gloves, and regular hunting spurs high on the heel. Boots will be of black calf without tops--tabs are sewn in but not sewn down. Ladies do not wear white breeches or brown boot tops. With a Melton or frock coat ladies wear either a black or with a navy blue coat a blue helmet.

## **Gentlemen**

Gentlemen wear a black frock coat or Melton coat with plain black buttons. A gentleman will also wear a canary or tattersall waistcoat, a white shirt with white stock tie and horizontal gold pin, wash or brown leather gloves and heavy-pattern hunting spurs high on the heel. Tabs on the boots are sewn in, not sewn down. With a Melton coat gentlemen wear buff or tan breeches of twill, cord, or leather and either a black velvet hunting helmet . Boots will be of black calf without boot tops. With a frock coat gentlemen wear white breeches of twill, cord, or leather and either a black velvet hunting cap. In the past gentlemen sometimes wore top hats but most people now wear safety helmets. Boots are of black calf with brown or colored leather tops.

## **Juniors**

It is not necessary for juniors to wear formal attire. They may wear a black or dark colored Melton coat with plain black buttons. A junior will also wear a canary or tattersall waistcoat, a white shirt with white stock tie and horizontal gold pin, buff or tan breeches or jodhpurs, wash or brown leather gloves, and regular hunting spurs high on the heel. Juniors will wear either ASTM safety helmet with a harness and black cover. Black boots (tall, without tops) are worn with breeches, while black or brown jodhpur boots are worn with jodhpurs.



## **COLORS**

“Colors” is a term which applies to the hunt uniform or livery--the hunt-particular color on the formal coat collar and buttons with the hunt insignia. BRH’s ‘color’ is confederate grey. The privilege of wearing the hunt uniform i.e., “entitled to wear colors” or “awarded one’s colors”) can be granted only by a Master. This is done in recognition of a member’s demonstrated responsibility and ability in the hunting field, as well as for their continued loyal support of the hunt outside of the hunt field.

Once a member is entitled to wear their hunt’s colors and buttons, gentlemen generally change to a red frock coat with hunt colors on the collar and with brass buttons with the hunt insignia. Ladies wear the hunt colors on the black or navy blue coat collar, have the insignia on black buttons, (or silver) and may have black patent leather tops on their dress boots. Small brass (or silver for the ladies) buttons with the hunt insignia may also be worn on the waistcoat. Colors and red coats are worn on a formal day when hunting with one’s own hounds (including joint meets) wherever that may be. Wearing colors is never assumed when hunting with another pack. Visitors should wear plain black or seek permission from the host Master to wear their colors.

### **Ladies**

The hunt uniform for BRH ladies entitled to wear colors consists of a black or dark blue with the Confederate gray collar, buttons with the BRH logo and black patent leather boot tops. Lady masters may wear scarlet coats and brown topped black boots.

### **Gentlemen**

The hunt uniform for BRH gentlemen consists of a red/scarlet frock coat with Confederate gray collar and brass buttons with the BRH insignia. Given the currently available off-the-rack styles, a four-button front and additional pockets are tolerable, but a five-button front is appropriate only for a Master or staff. Gentlemen may also wear a black frock or Melton coat with black buttons with the hunt insignia. Evening dress comprises a scarlet tailcoat with Confederate gray silk lapel facings, gray piping on the collar, and brass buttons with the BRH insignia. Evening dress is optional at the BRH ball, and it is appropriate at other hunt balls when invited to wear it.

## **WHAT TO WEAR WHEN**

“Colors” should not be worn unless invited by a Master to do so. Formal hunting attire is always proper and is never considered over-dressed. Formal hunting attire will be worn at weekend, holiday, and joint meets. Ratcatcher attire is acceptable for other weekday meets and for autumn hunting.



## THE STOCK TIE

The stock tie is a very useful part of a foxhunter's kit. It can be used as a bandage, sling, tourniquet, headlight reflector when hung behind at night, etc.

Place the midpoint just below your Adam's apple. Run both sides around the back of your neck, to the front. For a slotted tie, run one side through the slot; for an unslotted tie, twist one side near the crossing point so it runs flat against your neck. Tie a square knot, but not too tight. Cross the ends and arrange everything neatly to cover most of your shirt front that is not covered by the waistcoat. Keep this work of art in place by inserting a large, plain, gold-colored safety pin horizontally through both sides and the shirt, just below the knot. Pin the flapping ends to your shirt unobtrusively.

## ETIQUETTE IN THE FIELD

Questions about propriety, details, and practicality may always be addressed to the Masters.

### Before Moving Off

At the meet say good morning to all the Masters and the Field Secretary and remember to always introduce guests. The Masters like to know who is out on any given day. However, the Master, Huntsman and staff are extremely busy getting things organized and planning the hunt in order to give you the best sport and the most fun. Please do them the courtesy of a friendly "Good Morning/Afternoon," but do not attempt to engage them in conversation at this time. They will be more than happy to visit with you concerning your thoughts and reflections on the day's sport after the hunt and after horses and hounds are safely in their trailer.

### Right -of-Way

The Field Master, the hunt staff, and hounds always have full right-of-way. If the Huntsman needs to bring the pack of hounds back through the field, please give way, if possible by backing off the trail. Turn your horse's head towards hounds or passing staff. This will prevent the hounds or Huntsman from being kicked. To help staff to pass on a trail, move off the trail, if possible, or move to the right side of the trail and keep moving. Assure that your horse sees them. Alert others with a "Staff, please." The first flight has the right-of-way over the second and third flight.

### Around Hounds

Do not speak to hounds. That is for staff alone. Don't interfere with hounds unless asked to by



staff. Don't ride down the hounds. If a hound is trying to get forward up through a moving field, keep moving but give him what room you can, and cock your horse's head enough so that the horse can see the hound and not be surprised. Notify other riders of hounds' presence on a trail with "Ware Hound - right/left." You may drop your whip's thong to keep hounds away from your horse's legs. Any kicking is absolutely unacceptable behavior, but kicking a hound is an almost unforgivable offense. Punishment should be immediate and severe. If your horse kicks a hound, note which one it is so staff can check it for injury. Repetitions are grounds for exile. Around Horses Do not cut off other riders or ride on their heels. Try and rate your speed so as not to surprise someone behind you. A good rule of thumb is to keep your horse one to two lengths from the horse in front of you--one at a walk, four at a gallop. The greener the horse or rider, the further back in the field they should remain. Unruly or out-of-control horses should ride at the rear and may be sent home if they continue to be a problem. A horse known to kick is the rider's responsibility. It should wear a red tail yarn or ribbon and should be kept out of the way, preferably toward the rear of the field. The ribbon is not an excuse or a license to kick. A kicked horse should be checked for injury. Kicking may be grounds for exile, as may be following too close and bumping into a horse causing it to kick. To "Reverse Field," move off the trail to let the field turn around, ending up in the original order. On a narrow trail, if directed by the Field Master, do an about face, and move off in reverse of the original order until the Field Master gets things reorganized in an open area or reverses direction again. After a hazard, jump, or uncomfortable place, move on so the whole field can pass the problem area. Do not run into another horse's rear to stop your horse. Brakes are most important, so bit your horse accordingly. Remember, it takes more to stop a horse in the hunt field than it does at home. If you can't control your horse safely, stay at home. Don't pass except in the open or unless invited to do so. If your horse has sniffles or flu, don't bring it out. Keep your mouth closed when galloping through mud.

## **Around Field Masters**

The Field Master may have the best spot in the hunt field, but it is a difficult job. They are responsible for both the safety and pleasure of the field and thus are preoccupied with observing hounds and deciding where to place the field so as not to interfere with the Huntsman's work, yet show off the sport to best advantage. The Field Master is charged with absolute power in the hunt field and may suspend the hunting privileges of individuals who jeopardize the safety and pleasure of the day's hunting. Members of the field should not pass, ride ahead of, or interfere with the Field Master's freedom or movement. Allow the Field Master to listen for hounds and horn, and give him the space to stop or turn abruptly. Do not pass the Field Master without good cause, either with permission or with an apology; and do not get between the Field Master and the Huntsman or hounds. Riding up with the Field Master is a privilege generally associated with seniority in the hunt field. As a rule, younger or newer members should always yield to more



senior members. However, if the senior members can't keep up and it is safe to do so you may pass them. Whatever happens, do not run into the Field Master's horse's rear to help stop your horse. Always let the Field Master know of any injuries, stragglers, or dropouts.

## **Around Other Riders**

When riding in the field, one must be aware of the country being covered and the location of other riders, horses, and hounds. One needs to maintain a "safety area" around him while respecting other riders' areas. "Give a man room to fall" is a wise old adage. Riding up front is a privilege usually earned by seniority, ability, or invitation. Moving back occasionally to give others a chance to ride up front is always appreciated. Less experienced riders and juniors normally ride toward the rear of the field unless invited to ride up front. If you intend to ride near the front of the field, you and your horse must be prepared and able to move on with dignity, to stop readily, and to stand quietly. Keep your voice down and your conversation short. When hounds are drawing cover or at a check, be quiet to minimize distraction. A continuously loud, raucous group of foxhunters will require the Field Master to keep the field far away from hounds. "Hark!" means "Quiet! Listen!" The field should stay together. The second flight should, as a group, stay with the designated Field Master. If you cannot keep up with the first flight, drop back to the second, after notifying the Field Master, and remain there. If you need to leave the hunt field early, ask permission from the Field Master. He will give you permission to leave when he thinks you are least likely to interfere with sport. Wandering riders may disrupt the hunting by getting lost, leaving gates open, or trespassing. Landowners do not appreciate this. If you see a fox, a conversational "Tally Ho" and tipping your hat or pointing your whip will give others a chance to view also. If asked by the Field Master, ride to the line of the fox, point your horse in the direction the fox was going, and hold up your cap. A raised forearm means "Hold Hard." Stop where you are and keep silent. Raise your own forearm, also, to signal others behind you. If you see a dangerous hole or wire, turn your head and say (don't yell) "Ware Hole" or "Ware Wire" to the person behind you, and point to the hazard. This warning is passed back through the field as each rider approaches. At speed a louder voice may be appropriate.

## **Around Gates**

When in doubt, close the gate. Farmers are rarely upset to find a gate closed that should be open. Leaving a gate open is one of the quickest ways to ruin our hunting. It simply cannot happen! We have a sacred duty to our landowners. Gates must always be closed unless the Field Master tells you to leave it open. The first person to the gate passes word back that the gate needs to be left open or closed. He does not move on until his message is acknowledged by someone following. The rider who accepts the message, in turn, may not move on until either the message is accepted by another, or until they personally close the gate. Never leave a gate without either passing word back and getting acknowledgement or closing it yourself. Never assume that others



are coming on and will know to close it. Gate rules apply to bar-ways as well. If you find a bar-way with a rail lowered, assume that the top rail should be restored to its three-foot height. If the field is strung out, or the last riders may not hear, a hunt whip held up horizontally means “Gate, please!” It must be acknowledged, maybe by raising a hunt whip, which means, “I’ll get it!” One rider should stay with a gate-closer until they are comfortably remounted. If you’ve ever galloped off with only one stirrup, reins up by the horse’s ears, and the hunt whip hanging off your saddle, you’ll know why. If the field presses on, don’t watch the gate-closer; watch which way the field went. Do your share of opening gates (injury, inability, and sidesaddles excepted). If you ride with a non-jumping field, you’re going to have to open gates. If you’re up front, it’s probably your turn. Wait for the previous gate-closers to catch up. Not all gates can be handled while mounted, so give up quickly so as not to delay things unnecessarily. Basically, the dismounted gate procedure is as follows: speak out well ahead of time that you’ll get the gate, ride to the front, secure your whip, dismount, take the reins over your horse’s head, loop the reins over one arm as you’re working or hand the reins to another rider (mandatory at electrified fences), undo the wire, twine, and/or chain, check for which way the gate swings, lift the gate and open it as wide as practical, then lead your horse through and out of the way before the field passes through. After everyone has passed, make sure they’re not coming right back (it happens), and look to see if some staff member is galloping up to use the gate. Close the gate, secure the wire, twine and/or chain as you found it (livestock shouldn’t be able to knock it open), put the reins back over your horse’s head and remount. Your partner should stay still alongside until you’re ready to move off again with stirrups, reins, whip, and dignity intact. It is your partner’s responsibility to know where the field went. Now that you’ve done your duty, you can guiltlessly watch others get gates for a while, until your turn comes around again. At a gate with a jump nearby, the non-jumping field should stay clear until the first field has finished jumping. It is dangerous to open a gate while someone is approaching a jump. If two fields are at an open gate, the first field has priority; the second field has priority over the third, since they need to move on to keep in contact with the first field.

## **Around Jumps**

Jumps have one use--to get you where you want to go more quickly than a gate or detour would. Do not jump until all hounds are clear. Leave enough room ahead to stop in case of a refusal or fall. If your horse refuses, move to the back of the line. If your horse quits at a jump a few times, it might behoove you to retire to the non-jumping field. Horses usually stop when they are tired (or just tired of their rider), sore, or scared--all of which are signs that you or your horse might get hurt if you continue to try to jump. If you get hurt, you will ruin your day as well as the people who will have to assist you. Schooling has a place in the hunt field and is acceptable when it does not interfere with the sport or the other riders. Larking (jumping unnecessarily) on the way home is discouraged unless approved by the Field Master. If someone is injured at a



jump, or anytime, notify the Field Master. If someone falls, but is uninjured, the field may continue. One rider should stay behind (keeping an eye on which way the field went) until the faller is comfortably remounted. A loose horse should be caught using a calm entreaty, not by galloping after it and hollering. Damage to jumps must be fixed immediately, if possible, and reported to the Field Master, so the hunt can make permanent repairs. If the damage would allow livestock to escape, a jury-rig repair should be made immediately, or the offender must stay to guard the gap until help arrives.

## **On Our Hosts' Land**

Remember, we are guests, and we depend on the continued hospitality of generous landowners. We work hard to be able to hunt from anywhere to anywhere in our hunted country. That privilege does not come easily and must be honored and guarded, for once it is compromised the damage may never be repaired. There are no excuses. Leaving a gate open is one of the quickest ways to ruin our hunting. It simply cannot happen. We have a sacred duty to landowners. Gates must always be closed unless the Field Master tells you to leave it open. If you get separated from the field, try to find your way back to a main vantage point and wait. You may even need to return to the trailers. Do not roam around in areas you do not know. If hounds are approaching, stop and stay quiet. Assure all gates are closed. Damaged livestock fences should be repaired immediately, if possible. Notify the Master. Stay off crops, stay to the edge of planted or plowed fields, and stay off lawns. Don't gallop near livestock. Smokers: no matches, extinguish and disperse tobacco, put paper and filter in your pocket, break up cigars. Don't smoke if there is any fire hazard. Do not clean out your trailer at the meet! Scoop up droppings on host's civilized areas. The hunt has permission to ride over land for a particular meet, but any other time you do not.

## **Around Authority**

Carry your Virginia small-game hunting license. The fine for not having one is about \$100. Carry your negative Coggins test report in the truck. No horse should be in the field without it. All riders must sign a waiver form beforehand.

## **Pre Hunt**

Arrive at the meet at least 15 minutes early. Haste results in forgetting or misadjusting something. You must be ready to move off with the field. Assure trailer is well clear of road or drive. Greet the Master and Staff with a "Good Morning," not chat, as they're probably busy. Double check girth, buckles, keepers, etc.

## **Apres Hunt**

After hounds are finished hunting, and the field is moving back to the trailers, do not lark unless



the Field Master does. Remember to thank the hard-working Master, Field Master, Huntsman, and staff. When tailgating, bring a munchie or something for the coolers. When entering a house for a breakfast, wear a hacking jacket, remove your hat, spurs, and clean your boot soles. When you leave a meet at the end of the day, try to leave it like you found it—no trash, loose hay, or manure. It is bad manners to clean out your trailer in someone else's field or parking lot.

## Visitors or Guests

Visitors are welcome, but they are expected to ask permission of a Master beforehand. BRH members may invite guests to cap with Bull Run during regular season meets. Call a Master for permission at least a day before the meet. Arrangements must also be made with the Field Secretary. Guests and visitors must sign a waiver and pay their capping fees by check (or by cash in an envelope with the capper's name and address) to the Field Secretary before the field is ready to move off. Introduce your guests to the Master and Field Secretary before moving off. Members bringing guests are responsible for making sure they sign waivers, pay the cap, are correctly turned out, and are properly mounted. Unless invited by the Field Master to ride up front, members should stay with the guests, back a bit in the field. Guests and visitors may cap five times in any season before a membership application is expected. Capping fees may be applied to dues, if the individual applies for BRH membership. See the fixture card for the current capping fees.

## Visiting Other Hunts

A joint meet where BRH hounds participate is not considered visiting; it is a formal BRH meet. If visiting another hunt on your own Introduce yourself to the host Master and pay your capping fees to the Field Secretary before mounting, certainly before the field is ready to move off. Stay back a bit in the field unless invited to come forward. If not hunting with BRH, do not wear BRH colors without the host Master's invitation.

# BULL RUN HUNT TRADITIONS

- **Best Turned-Out Award:** BRH gives an annual award for the gentleman and lady who most consistently begin the hunt in proper attire, with proper tack, and a well groomed horse.
- **Otis Award:** Spectacular voluntaries by hunt members during the regular hunting season, which involve no permanent injury to horse or rider, are involuntarily entered into competition for the annual Otis Award.
- **Braiding**, proper anytime, is encouraged at Opening and Thanksgiving meets.
- **Voluntaries** (falls, for whatever reason, when a boot sole touches the ground) during



regular hunting or open cubbing are acknowledged by donating a full bottle of spirits or a case of beer to the hunt bar. Juniors will donate sodas or mixers.

- Gross, willful, or silly violations of proper etiquette (e.g., wearing ratcatcher to a formal meet, being late for the move-off, etc) are punishable by donating a bottle to the hunt bar.
- All member should participate in at least one work session.
- Members are encouraged to learn about hounds and may help with summer hound exercise.
- The Confederate gray material for use as collar colors is the identical material used for the wool dress uniforms at Virginia Military Institute.
- We hunt for fun. The Masters detest hunt politics. Gossip is also strongly discouraged, but true hunting-related stories are strongly encouraged, embarrassing as they may be--we all get our turn! All members are ladies and gentlemen, and all are virtuous until proven otherwise.

## **SPECIAL MEETS**

### **Autumn Hunting**

The autumn hunting season in August, September, and part of October distinguishes itself from the regular season in that it is not for the members but for the hounds. It is a special and exciting time in the hunting year. The hounds must learn pack discipline and the puppies to hunt.

Members, once permission has been granted by the Masters, are welcome to observe and perhaps assist the huntsman while getting their new hunters accustomed to hounds and warming-up the old ones to a new season.

### **Opening Meet and Blessing of the Hounds**

Opening Meet in recent years has taken place at Locust Hill Stables in Locust Dale. Just prior to moving off, the field and foot followers participate in a blessing of the hounds and fox. After hunting the Masters generously host a splendid buffet breakfast at Locust Hill Farm.

### **Junior Day**

In order to provide an opportunity for young folks to safely experience riding to hounds, Bull Run occasionally hosts Junior Days, when youngsters ride up front and get special attention from the adult followers.

### **Joint Meets**

The Masters will occasionally arrange with other hunts to have a day hunting their packs



together. Even on a weekday, BRH formal dress rules apply. These are special hunts, a grand opportunity to see some of the best hounds in the East, to meet some of the most interesting Masters and Huntsmen in the sport, and to socialize with some of the most enthusiastic followers anywhere.

## **Bye Days**

Because of the vagaries of weather and opportunity, the Masters may occasionally decide to hunt on a day not listed on the fixture card. The only way you'll know about these hunts is to listen to the hunt monitor regularly.

# **OTHER ACTIVITIES**

Hunting is limited to three days a week, September through March. BRH members get involved in interesting activities all year 'round. Not everything is a party, but even the most mundane chores have an easy-going social flavor. Foxhunters who see the off-season as, well, an off-season are missing some of the most interesting, fun and important activities of the hunt.

## **WORK PARTIES**

### **Kennels and Grounds**

The Masters may ask for volunteers to handle enhancement and special maintenance of the kennels, cottage, and surrounding grounds.

### **Paneling**

The building of jumps and gates is done by summertime work parties usually headed by an experienced foreman and a number of willing, unwilling, clueless, toolless, and sweaty members. Even though we never seem to have the right tools, equipment, or experience--but plenty of opinions--the job always seems to get done with good results, good humor, and good fellowship. And it's always fun to jump a coop that you helped to build! Remember, nobody cares about a few bent nails in a coop or an ugly gate when it's located between themselves and the hounds, but everybody cares when there's no way through a fence line and hounds are in full cry.

### **Trail Clearing**

Remember all those hanging vines, low branches, brambles, spears, detours, and disappearing trails that irked you last season? Well, trail clearing parties are your chance to get even and deal with the miseries before the next season begins.



## **SOCIAL OCCASIONS AND FUNDRAISERS**

### **Trail Rides**

Trail rides are fundraising social rides for members, guests, and visitors over our normal hunt country. They are like hunts without the hounds and without the formality. They include both jumping and non-jumping fields, so socializing, schooling, and conditioning can be done in a party atmosphere (and you can talk as much as you want).

### **Christmas Party**

BRH holds its annual Christmas Party in early December. Partygoers enjoy a barbecue feast and socialize in an informal atmosphere, while goods and services of every kind are bid on in both silent and live auctions. Donations for the auction are solicited weeks ahead of time, so think about what you'd like to donate. Hunt Ball This formal soiree is the height of the social season when ladies in evening gowns and gentlemen in scarlet tails and tuxedos party the night away with friends and guests while enjoying dining, dancing, and good fellowship.

### **Horse Shows**

We sometimes host horse shows during the summer, which provides an opportunity for you to try out a new prospect, give your horse some valuable ring experience, and gather up a ribbon or two for the trophy room. Competitions cover a score of categories in equitation and jumping.

### **Pairs Races, Hunter Pace**

One of the major events of the season is the sanctioned hunter pace normally held in October and again in the Spring. Teams of two riders and horses compete over several miles of hunt country and jumps (optional) for both the fastest time and for the closest to the secret optimum time ( a normal hunting pace) set by a team of riders the previous day.

## **COMPETITIONS**

### **Hunt Nights**

Bull Run occasionally fields a team of riders for the hunt night team competitions held in the VA/MD/PA area. . Members also attend as a cheering section.

### **Field Hunter Championships**

This is a hunt-wide competition to crown the best field hunter in Virginia. After 4 days of



hunting judges pick a final group of contenders. The final day comprises of a judged ride over hunt country followed by a walk, trot, canter, and jump-off. Skilled horse and rider combinations are needed to capture the trophy. Other pairs of horse and riders get best turned out and most suitable pair awards.

## **Horse Shows**

A sub-culture of members compete seriously and not so seriously as individuals in many of the various horse shows and events throughout Virginia.

## **Hunter Paces (Pairs Races)**

Many of the hunts in Virginia offer hunter paces. They are a fun way to visit new territory and to make new friends.

# **OFF-SEASON WITH HOUNDS**

## **Hound Walking**

In order to develop an integrated, obedient hunt pack of hounds, puppies need to be brought into the pack with enthusiasm, care, and discipline. Older hounds as well as puppies need regular, moderate exercise to build their endurance, toughen their feet, and reinforce their training. Therefore, during spring and summer, the Huntsman and two or more Whippers-In and helpers (here's your chance) take hounds out for exercise. This begins with relatively short walks (people on foot) with puppies coupled to older hounds until they learn what's going on, accept the Huntsman's authority, and can be trusted to stay with the pack. As the summer progresses, the exercise includes longer distances. In the late summer the staff goes out mounted, and the distances become greater, all the time the Huntsman is evaluating the behavior and potential of the puppies. If you want to get into a hound's head (a cramped and dim place), and if you want to learn about what the Huntsman is trying to do with them, this is the time and place to do it. Exercising hounds is highly addictive, and it's one of the best reasons in the world for getting up early in the morning.

## **Hound Shows**

The Masters may take a few hounds to exhibit at the various shows in the area. Members are welcome to participate in the fun and learn more about hounds and their conformation.



# LEARNING

## Trail Rides

Mentioned previously, the summer trail rides are another great way to school a horse, introduce a green horse to the hunt field, try out a prospect, learn group riding etiquette, and learn your way around the country.

## Lessons

First-class riding lessons are available from a few of the most skilled and experienced BRH members; just ask around.

# GLOSSARY

## HUNTING TERMS

Knowing these terms won't make you a better person, but, like using nautical terms on a boat, they help avoid misunderstandings and perpetuate traditions. Horse and tack terms are not included.

- Account for - To put a fox to ground.
- Autumn Hunting early fox hunting season.
- Away -The fox is in the open and/or hounds are on the line.
- Babble -when a hound gives tongue for anything other than a good fox scent.
- Babbler - an unnecessarily noisy hound.
- Barway- a fence section with sliding horizontal poles which can be jumped by the first flight or taken down for hilltoppers or tractors.
- Billet- fox droppings, scat.
- Bitch- female hound.
- Blank day - no scent day or failure to find a fox all day is to have a blank day.
- Blind Country -terrain so overgrown that jumps and footing can't be gauged.
- Blue Ticked Hound -coloring- mostly white with dapples of black for a blue appearance.
- Boo Hoo -when a hound is lost or frustrated and sings out.
- Brace -two game animals.
- Breakfast-meal served by a host after a hunt, either buffet or sit-down; for an informal breakfast, you should bring a covered dish or beverage.
- Burst -hounds get away quickly on the fox, or a fast part of the run.
- Button The hunt button is on a black or brass (silver for women) button with the hunt's distinctive logo engraved on it, worn only at the invitation of the Master.
- Bye Day- An additional hunting day not on the fixture card.
- Cap - capping fee paid by non-members to ride with the field, also a rider's hard hat.
- Car Followers- those who follow the hunt in vehicles



- Cast- when hounds search for a line; the huntsman may take charge of the pack and help them, or hounds may cast themselves.
- Catch Hold - to collect hounds and take them forward at a check or to a holloa.
- Coffee Housing- distracting field chit-chat while others are listening for hounds.
- Challenges It - when a hound first speaks to a line.
- Charles - respectful name for the fox, also Charlie, gentleman Charles, Charles James, the old gentleman, Reynard, varmint, Uncle Remus.
- Check -hounds temporarily lose the line on a run, followers stay quiet.
- Cheer - Huntsman's encouragement to hounds.
- Cold Line -Faint scent due to time or condition.
- Colors- Distinctive hunt livery worn by members at the invitation of the Master (for BRH, Confederate-gray collar and BRH buttons).
- Coop or Chicken coop - an inviting 3-foot high or more A-frame roof-like jump.
- Counter - Hounds on the line, but going in the opposite direction, also heel line.
- Country -the hunt's general territory as registered with the MFHA
- Couple -Two hounds; hounds are numbered in couples, since it is easier to count them quickly in twos; also to attach two hounds together with couples.
- Couples-A short connector between two collars, so a puppy can be paired with an experience hound for training.
- Covered Line- Line that an earlier hound has hunted and, therefore interfered with.
- Covert (cover)- Woods or dense growth where a fox may be found.
- Crop -he stick part of a hunting whip, not the whole assembly.
- Cry- Sound of hounds speaking on a line, also voice, tongue, music.
- Cub -Young fox born that past spring.
- Cur Dog- Canine not from the pack.
- Dew Claw- False toe/claw on a hound's forelegs.
- Dog- Male hound, male fox, any non-hound canine.
- Double Back -When a fox returns to the covert it left.
- Draft- To remove hounds from a kennel or pack.
- Draw a Covert -Put hounds into a covert to find a fox.
- Draw Blank -An unsuccessful draw.
- Drive- The urge of hounds to go forward.
- Dwell- The tendency of a hound to hunt without going forward, lack of drive.
- Earth - Where a fox goes to ground for safety, usually a den.
- Enter -To use a hound regularly for hunting.
- Entered Hound - A hunting member of the pack.
- Entry Hounds- to be entered this season.
- Eye to Hounds- By watching hounds and listening, to be able to tell what the fox has gone and about what they are going to do
- Feathering - A hound indicates, other that by giving tongue, that it's hunting a line; a waving stern; uncertain
- Field - Mounted followers other than the Master and staff, usually divided into two or more fields--first flight, non- jumpers, hilltoppers, foot followers.
- Field Master- Individual in charge of mounted followers.
- Field Secretary- Individual who collects capping fees from non-members.
- Find -When hounds first detect a fox's scent
- First Flight Riders- who plan to jump everything necessary and to stay close to the action.
- Fixture - Time and place of a meet, also a regular location for a meet



- Fixture Card - Card sent to members and individuals invited to hunt, listing dates, places, and times of meets.
- Full Cry - Sound of many hounds.
- Give Tongue - When a hound cries out or speaks.
- Gone Away - Fox has left a cover, the chase is on.
- Go to Ground - When the fox escapes into earth.
- Halloo (holler) - Huntsman's or staff's holler that the fox was viewed, also Holloa, View Halloo.
- Head a Fox - To turn a fox from its own route, bad result of riders away from the field.
- Heads Up - Hounds raise their heads and lose the scent, pick their own routes.
- Heel Line - Hounds on the line, but going in the opposite direction.
- Hilltoppers-Riders who do not plan to jump, but move at a walk or trot to strategic viewing points.
- Honest Hound- Trustworthy, dependable hound
- Honor the Line - A hound gives tongue on a line which another hound was hunting.
- Hound - Canine used for hunting by scent.
- Hound Exercise- Taking hounds and puppies for a walk to give them exercise and to train the puppies to the pack
- Hound Music- The sound made when hounds are in full cry.
- Hunting Whip - The complete assembly of crop (the stick), thong (braided part), and lash (popper/cracker) used for controlling hound.
- Huntsman -Individual who hunts the hounds.
- Joint Masters -Two or more Masters who share responsibilities for hunt operations in one hunting club.
- Kit - Young fox, cub or pup.
- Larking- Jumping fences unnecessarily when hounds are not running.
- Lead Hound- The hound up front while the pack is on the line.
- Lift - To pick hounds up while hunting and move them forward on the Line.
- Line - Fox's scent trail, his route across the ground.
- Line Breeding- Offspring from parents having common ancestry.
- Livery -Attire of the professional staff, usually particular to a hunt.
- Manners - Deportment of hounds, horses and members of the hunt field.
- Mark to Ground - Hounds indicate that a fox has gone to ground by giving tongue and digging (worrying) at an earth.
- Master - Master of Foxhounds, MFH- individual in charge of hunt operations in field and kennels.
- Meet- Assembling of a hunt on a given day.
- MFH- Master of Foxhounds. see Master MFHA Masters of Foxhounds Association, fox hunting's governing body.
- Old Fashioned- Early version of the Point-to-Point races where only the start and finish were defined.
- Open - A hound first gives tongue on a line.
- Out Cross - Infusion of new blood in line breeding.
- Override- To press hounds too closely, especially at a check, also to get in front of a Field Master during a run (both are bad manners).
- Overrun Hounds- shoot past a change in the line of scent.
- Own the Line -A hound speaks to or honors a line .
- Pack -All the hounds owned by the hunt, also a group of hounds taken to hunt on a given day.
- Puppy Walking - Taking a young puppy to raise for the summer to civilize it until it's returned to the kennels for pack training.
- Ratcatcher- Informal hunting attire.
- Recover- o pick up the scent line after a check.
- Refuse - a Horse stopping in front of a jump.



- Ringing Fox - One which runs in a circle never very far from where it was found, a ringer
- Riot - When hounds chase anything they shouldn't
- Riotous - Undisciplined hounds which persist in riot
- Rising Scent - When scenting is poor at ground level but scent is detectable at riders' height.
- Run - The time when hounds are actively hunting a line, from the time they open until they lose it for good.
- Scarlet - Proper term for the color of a red coat.
- Scenting - The ability of hounds to follow a scent trail on a given day as a function of weather--moisture, temperature, wind, etc. (separate from nose, the skill of the hounds themselves).
- Skulk- A group of foxes.
- Soft Mouth- A low-voiced, bell-toned hound.
- Speak - To give tongue when on the scent.
- Spotty- When scenting is uneven.
- Staff - Huntsman, Whippers-In, Kennelman; paid is professional; unpaid is honorary
- Stained A line - fouled by other animals
- Stale Line - Weak scent line due to elapsed time
- Staying Power - Stamina or endurance
- Steady - A hound that is not flighty or flashy, also a huntsman steadies his hounds when they are uncertain
- Stern - A hound's tail
- Stick Ability - to Gameness of a hound
- Stirrup Cup - Libation served to mounted followers before they move off
- Stop Hounds - Staff calls of hounds going into impassable or forbidden territory or onto a highway using voice or whip
- Strike To - find the scent of a fox
- Strike Hound - Hound that found the scent first
- Stud Book - Record of names, dates of entry, and breeding records of all hounds in the pack
- Tag - White tip at the end of a red fox's brush
- Tailgate - Informal snacks after the hunt
- Tail Hounds - Hounds running at the back of a pack
- Tally Ho - A fox has been viewed, see signals in the field
- Tally Ho Wagon - Vehicle with un-mounted followers and refreshments aboard
- Timber - A jumpable obstacle made of wood
- Thong - The braided part of a hunting whip
- Thruster - Thoughtless, nuisance rider who larks and overrides hounds, other riders, or the Field Master
- Trail Clearing - When new trails are hacked or old trails improved during the off season
- Trail Ride - An off-season social fundraiser where members, guests, and visitors can ride through hunt country Uniform Attire for members in the field
- View - To see (or sight of) the fox, making sure that it is the fox
- Voice - See cry
- Vixen - Female Fox
- Walk At - Puppies are sent to farms to be raised at liberty and broken off chasing farm animals, then returned to the pack
- Whelp - A young puppy, also giving birth to a puppy
- Whip-In To - act as a Whipper-In Whipper-In Staff who assist the Huntsman with hounds, usually going out ahead to watch for fox going away or to keep hounds off a highway
- Work a Line - Search for the scent and follow it along the fox's track
- Young Entry - Young hounds and young riders hunting for the first time



## **BULL RUN TERMS**

- Irish Jump - An ugly jump made by lashing a branch or pole to the top strand of a wire fence
- Otis Award - An award given for the most spectacular fall during the normal hunting season without permanent injury to horse or rider
- Quinlan Gap Nearly-impossible-to-enter place in heavy brush which may have been a gap at one time, i.e., no gap
- Texas Gate - Section of barbed-wire fence that can be opened

## **COMMANDS IN THE FIELD**

- Gate, Please! - Close this gate after the field passes
- Hark! - Quiet down and listen
- Hold Hard! - Stop immediately for hounds, fall hazard, scent line, etc.
- Reverse Field - The field must turn to go the opposite direction; on a narrow trail the original order of riders is not preserved
- Staff, Please! - Make way for a staff member
- Tally-Ho! - An alert to the other followers or the Huntsman that you have viewed the fox; point to help others find it. If the fox is close, keep your voice down.
- Ware! Beware! - Alert used with hound, wire, hole, low-bridge, bees, deer, hare, riot, etc.

## **SIGNALS IN THE FIELD**

- Raised Cap - Marks the direction of a viewed fox
- Pointed Whip - Deer sighted, headed that-a-way
- Raised Whip, Held Horizontally - Gate, please! Acknowledged by a raised whip
- Raised Hand - Hold Hard!

## **STAFF COMMANDS TO HOUNDS**

- Cope - Come into the pack, we're finished
- Foward Forward! Hoick Hike - encouragement to listen, also Huick, Yoick, Yoics, Huic
- Hoick to 'em Hike to them- encouragement of a hound to go to the sound of the action.
- Hoick Behind Hike behind -get behind me.
- Hold Up Together- Stop and return to the pack.
- Holloa (holler) View holloa- a loud, high pitched yell by staff alerting Huntsman that the hunted fox has been viewed.
- Kennel Up- Go into the kennels.
- Leave It! -Quit what you're doing.
- Lieu In (lew in)-Enter this cover and hunt.
- Load Up -Get into the trailer.