

On the following pages is a summary of the main points we covered before our pony club members were to go foxhunting at a local hunt club. This is maybe a 30-minute review. The last page is a pictorial of the order and location of the staff, riders, and hounds.

Foxhunting

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The County Hunt

Junior Day



Foxhunting Attire- Juniors

1. Black or Dark colored helmet (or dark cover) (no bright, colorful helmet covers)
2. Black or Navy jacket (if you don't have one, wear your show jacket)
3. Gloves (white or black)
4. Black boots – polished!
5. Hair UP into helmet. A hairnet is required. If long hair won't fit into the helmet, a braided bun with a hairnet is okay. No long, loose, or braided ponytails.
6. Tan (or Buff) riding pants
7. White shirt
8. White Stock tie with pin. (Safety pin is okay)
9. No perfume, or dangling earrings or bracelets
10. If severe cold weather is predicted, it is preferred you wear thermals under your riding clothes. If not possible, it's okay to wear a winter ski jacket/coat over your riding clothes. If wearing a winter coat, they prefer it to be a dark color. Again, no bright colors or designs.

Tack & Horse

1. Your horse must be groomed to PERFECTION!
2. Tack must be cleaned to PERFECTION!
3. White saddle pad. Prefer white fleece hunt pad, but square dressage pad ok. Ok to have a small logo. No saddle pads in bright colors or designs.
4. Put a red ribbon in the tail if horse tends to kick.
5. No ear bonnets or decorative tack.

Who is STAFF at a Hunt?

Most STAFF members of the hunt will be wearing red coats

1. **Master of Foxhounds** (MFH) – the boss of the **entire hunt**. The MFH has full responsibility for all aspects of the day's hunt. Wears a red coat. Will carry a horn. May carry a whip.
2. **Huntsman** – Boss of the **hounds**. S/He trains them, cares for them, communicates and directs them in the hunt field. Will carry a horn. Will carry a whip. Wears a red coat.
3. **Whippers-in** – Expert riders who help the huntsman with controlling the hounds while in the hunt field. Will carry a whip. Usually wearing a red coat. They may ride near the hounds, and/or along the outskirts of the riding groups in order to bring in stray hounds.
4. **The Field Riders** – This is you. The 'Field' refers to all the riders participating in the hunt who are **NOT** staff members.
5. **Field Masters** – Expert Riders in charge of the 'field' of riding foxhunters – You. Wears a red coat. Generally, there are at least two fields of foxhunters; (could be more)
 - a. **First Field** (also called "First Flight") – the boldest, most experienced riders, will jump obstacles & gallop.
 - b. **2nd Field** (also called "2nd Flight") – less experienced riders, less jumping
 - c. **Hilltoppers** – riders who will mostly walk & trot, no jumping, no galloping. Often juniors and 1st time foxhunters are in this field.
 - d. **Using this in a sentence**: *"I have ridden with the hunt a few times as a hilltopper, but tomorrow I am moving up to the 2nd field. My horse is new to foxhunting so I won't go in the 1st flight until I have more experience."*
6. **Hunt Secretary** – Usually the first person to greet you at the hunt. Will collect the hunt fee and your release paperwork. You go to the hunt secretary when you first arrive at the hunt club.

Foxhunting Etiquette

1. The hunt will begin at the scheduled time. Arrive in time to unload your horse, tack up, mount, and get into the paddock area at least 15 minutes before the start of the hunt.
2. The Master of Foxhounds will come down from the kennels with the hounds and into the paddock area. Greet the Master of Foxhounds as he/she comes into the paddock, a simple “Good Morning” will suffice. You are their guest, be polite and respectful.
3. Turn your horse to face the Master and listen quietly to the opening remarks. The Master will tell you conditions of the day, what to expect, and point out your Field Master.
4. Stay behind your Field Master at all times. Never pass the Field Master or Master of Foxhounds at any time.
5. Once the hunt has begun, do not talk to the staff unless you are in distress. They each have a specific job to do on the hunt; jobs which keep the riders and the hounds safe. Miscellaneous conversation is a distraction from their responsibilities.
6. You may have questions while you are out on the hunt. That’s good. You will have time to ask your questions at the hunt breakfast after the hunt has ended. See # 5 above.
7. Hunt STAFF and HOUNDS **always have the right-of-way**. If you hear “Staff Please”, or “Ware Staff”, or “Ware Hounds”, move aside to let them through. **Move your horse so his head is facing the staff members to reduce the risk of kicking.**
8. Hounds hunt by scent and sound. Please, no talking or chatter. The hounds are listening to the Master and Huntsman; your talking can throw the hounds off their track. Chatting among the field can distract the Huntsman and Masters, thus detracting from the integrity of the sport. This does not mean absolute silence must be observed at all times, but attention should be paid to the focus of the day’s activity.
9. Try to keep at least 1 horse length behind the rider in front of you.

10. If jumping, do not crowd the horse in front of you. If your horse refuses a jump, move to the back of your group before attempting again.
11. If you see a hazard, point it out to the rider behind you by saying in a low voice “Ware Hole”, “Ware branch”, etc.
12. If you hear “HOLD HARD”, STOP immediately and wait for instruction from your Field Master.
13. If you need to leave the hunt while in progress (lost shoe, lameness, etc) pass word to the Field Master of your group that you need to return and ask for instructions. Do NOT holler out your desire – see # 5 above.
14. Do not speak to or encourage the hounds while out in the hunt field. After the hunt, when the hounds are back in the kennel, you can ask a staff member to take you out to see the hounds.
15. Be sure to thank the Master, the Huntsman, and your Field Master for allowing you to join the hunt.
16. Clean up any hay, manure, etc from your trailer area. Do not muck out your trailer and leave it behind for the hunt to clean up.

BUILD – A – HUNT



Fox



Huntsman



Hounds



Hounds



Hounds



Whipper-In



Master of Foxhounds



Whipper-In



Field Master



FIRST Field



Whipper-In



Field Master & Second Field



Whipper-In