

RULES IN THE HUNTING FIELD

1. Members should introduce their guests to the field and especially to the MFH.
2. Riding order in the field is:
 - Members with colours
 - Adult members without colours
 - Adult guests
 - Junior riders with colors
 - Junior riders without colors

Members with guests should ride to the rear with their guests.
3. Horses inclined to kick must ride at the back of the field and wear a red ribbon in the tail. Serious kickers should not hunt at all! The Field Master may excuse any horse posing a danger to others in the field.
4. No rider may pass the Field Master. Please be prepared to bring the Field Master a fifth of their favorite adult beverage and a six pack for the club refrigerator upon violating this rule!!
5. Staff always has the right of way. If staff need to pass through the field, riders should back to the side of the trail, no matter how narrow, and **turn your horse's face the trail while the staff passes.**
6. Keep voices down while hunting so hounds are not distracted.
7. Hazards include razor wire and fox holes. Riders spotting such danger should call out "Ware wire!" or "Ware hole on right!," and point out the hazard as a warning to those behind.
8. Never give chase to a loose, running horse.
9. If you are leaving the field you must inform your Field Master. If joining another flight, make your presence known to your new Field Master.
10. Do not attempt to hack back to the Club alone if you do not know the Reservation.
11. The Hilltop Field is recommended for riders and/or horses who have never hunted before. When comfortable with their horse's behavior, the rider may move to the main field after informing their Field Master at the check.

Foxhunting Etiquette

Foxhunting

There are proper conventions and etiquette that participants are expected to follow. Any unsafe, rude or unsportsmanlike conduct will be addressed by the Master up to and including removal of a rider from the field. The Master is the final authority in the field, any requests by the Master must be followed immediately and without discussion.

The Staff

- At the end of the day **thank the Huntsman**, and the Staff, they worked hard bringing you a day's sport.
- When a staff member passes by you, especially on narrow lanes, **turn your horse's head toward the staff member...never your horse's tail.**
- A call of 'staff please' requires that you **quickly** leave room for said staff member to pass safely
- If you bring a guest, have them sign a release & pay the capping fee **before** the hunt moves out

The Hounds

- Watch the hounds working - that is why we are here
- Do not speak to one another when close to hounds.
- Let the hounds proceed - do not ride or jump into hounds.

The Masters and Field Master

- When you arrive at the Meet, go up and say "Good Morning" to the Master(s), and at the end of the day, say "Thank you" to the Master and the Huntsman.
- If you must leave the field ask permission of the Field Master. If you are heading back to the kennels you should go with one other person for safety reasons.
- Do not pass the Field Master, if you happen to pass the Field Master, be prepared to donate a six pack of your favorite beverage to the club refrigerator (for each offense).

Proper Riding order and rank

The riding order is as follows:

1. Field Master
2. Ex-Masters, Masters of other Hunts, by invitation of the Master
3. Gentlemen and Ladies with colors
4. Gentlemen and Lady members
5. Visitors and Guests with their sponsors
6. Juniors with colors
7. Juniors

With respect for the overall visual picture, the less correctly turned out riders should remain in the rear of the field. Members of other hunts may have their colors honored by the Master and would then ride accordingly in the field. Members of other hunts should always ask permission of a Master to wear their colors when hunting with a different hunt (excluding formal joint meets).

Riders should seek to stay in the above order to the best of their ability especially when roading to the meet and when moving from one location to another. If those of higher rank than you choose to stay back and chat etc. you may pass them. During runs following the hounds, you may pass others if they can not, or choose not to keep up with the group, **Please give warning you are about to pass, and ask permission of a higher ranked rider.**

Riding Etiquette in the Hunt Field

- Stay in close to the field that you are riding with, straying off or working your horse is termed 'larking' and is not acceptable
- Watch the horse in front of you, do not crowd other horses. Keeping sight of the hind feet of horse in front of you, through your horses ears will give you proper spacing
- Watch the group in front of you for changes in speed, direction, etc.
- Watch out for holes, or wire, or any other hazard.
- Listen for instructions: Reverse field! Hold hard! 'Ware Staff!
- Keep chatter to a minimum while the hunt is underway. Talking is allowable while roading to and from checks, and when the hounds are not being hunted. Keep an eye on the Master for a raised hand to signal quiet when we are stopped.
- Pass on warnings to the person behind you. Don't try to yell it to the end of the line. It is your responsibility to make sure the person behind you knows what to expect. If you are warning about a hole, etc., say "ware hole" and point at it AS YOU PASS IT.
- Do not pass other horses too closely or at a high rate of speed
- Do not circle in front of other horses

Turnout

- Your horse and tack must be clean and neat and in good repair.
- You should be clean and neat as well - there are opportunities to get dirty along the way.
- If you have long hair, you must wear a hair net - male or female.

Safety

- Listen for warnings, Beware 'Ware ': 'Ware wire; 'ware hole; hole on the right; 'ware Staff (or Huntsman, or Master); 'ware hounds.
- Don't slam into the horse in front of you. If you can't control your horse, excuse yourself from the hunt.
- Put a red ribbon in the tail of a horse who kicks (and keep to the rear) and a green ribbon in the tail of a green horse
- Rated safety helmets are strongly recommended and all helmet chin straps should be securely fastened

Coops and Jumps

- Foxhunting is not about jumping. In the course of a days hunt the first field may encounter a few or many jumps. Virtually all our jumps have go-arounds, unless it is a recently fallen tree.
- Ensure that both you and your horse are capable of safely jumping the obstacles that we encounter. If you are afraid of a jump or your horse is getting dangerous, please fall back to the second flight or the hilltop group.
- Jumps are to be approached in single file, leave enough space between you and the horse in front of you to be able to stop or turn away from the jump if the other rider's horse refuses or the rider comes off at or just after the jump.
- If your horse refuses a jump, go to the back of the line and try again - do not continue to school your horse at the jump and do not prevent others from taking the jump and following the hunt. If you need a lead for the next time ask another rider on the way back.

General

- Never take rides on hunt or non hunt days unless you have a pass from the Army and have called to make sure the area you wish to ride in is open.
- Arrive early and give yourself time to be tacked up and mounted before the hunt goes out, if you are late - the hunt will leave without you.
- If you bring a guest. Introduce your guest to the Field Master, make sure they have signed a release before tacking up and pay the capping fee in the club house before hunting commences.
- If you bring a guest it is your responsibility to inform them of proper etiquette and ride with them at the back of the field
- Never hesitate to ask a question about what is going on or what you should do, and always tell someone if you have a problem!

PROPER HUNT DRESS

Ladies wear a black frock coat or Melton coat with black buttons, a canary or tattersall waistcoat; a white shirt with a white stock tie and a horizontal gold pin; buff or tan britches*, brown or black leather gloves and black boots. Ladies with colors wear scarlet collars with hunt livery buttons

Gentleman wear a black frock coat or Melton coat with black buttons, a canary or tattersall waistcoat; a white shirt with white stock tie and horizontal gold pin; brown or black leather gloves. With a Melton coat, gentlemen wear buff or tan britches, black boots without boot tops. Gentlemen with colors wear a scarlet frock coat, black collar, white breeches and boots with brown tops. Buttons are brass with hunt livery.

Juniors wear a black or dark-colored Melton coat with plain black buttons, a canary or tattersall waistcoat; a white shirt with white stock tie and horizontal gold pin; buff or tan britches or jodhpurs; brown or black leather gloves. Juniors will wear an ASTM safety helmet with a harness and black cover. Juniors with colors wear black buttons with hunt livery and red trim on collar and lapels.

[*white may be worn at Woodbrook, but is not technically proper with a black coat. If you ride with another hunt, you should not wear white breeches.]

Tack

Brown or black English tack, white saddle pad, unless using a black WHC pad. If hunting with another hunt, use only a plain white saddle shaped pad.

NO COLORED PADS, BOOTS, WRAPS, FLEECE, etc.

A standing martingale and Pelham or gag bit is highly recommended.