



TNYH HANDBOOK

**This Handbook is updated frequently.
Please refer to www.TNYH.Horse for the most current version.**

07 Jan 2020



TORONTO AND NORTH YORK HUNT

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CONTACT

INFO@TNYH.Horse
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1. INTRODUCTION

a. Who We Are

The Toronto and North York Hunt (TNYH) is one of the oldest clubs in Canada, founded in 1843 as the Toronto Hunt and was at one time located in downtown Toronto, and the Scarborough Bluffs. Today, our kennels, stable and Huntsman's house are located in the rolling hills south of Creemore, Ontario. Members of the TNYH are equestrians of varying skill levels who enjoy a day out together, following a pack of hounds on horseback. Many riders come purely for the pleasure of riding across beautiful countryside, so the sport may more accurately be called "riding to hounds".

Members in "the Field" enjoy the thrill of following the hounds over hill and dale on the heels of the Field Master who follows the Huntsman and hounds.

The First (Main) Field jumps fences, usually coops.

Riders who do not wish to jump may ride with the Second Field (Hilltoppers). This group rides across the countryside using gates and roads to bypass the jumps as it makes its way to hilltops to view and follow the Field and hounds.

At some meets, we have a Leisure Field which follows the hunt mostly at a walk, breaking into a trot only if the riders wish it.

Western tack and smart Western attire is welcomed for members and guests.

Consequently, there is a place for virtually every rider to enjoy the day!

We have permanent employees to look after hounds and the horses that TNYH owns. The TNYH employs a full-time professional Huntsman and a Professional Whipper-In.

TNYH requires a special licence from the Ontario Ministry of Natural Resources under the Fish and Wildlife Conservation Act. The club purchases and renews the licence annually. TNYH is not a drag hunt. TNYH is a member of the Master of Foxhounds Association (MFHA) (www.mfha.org). The MFHA is the disciplinary body for our sport and sets the rules under which we operate.

b. Where We Ride

There are seven mounted clubs in Ontario and we all belong to the [Masters of Foxhounds Association](http://www.mfha.org) (MFHA) (www.mfha.org) who in turn, allocate the area within Ontario where each club can ride to hounds. Our club is permitted to hunt from Uxbridge in the east, with a western



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boundary of Airport Road, north to Highway 89, west to Shelburne, north on Highway 24 to Redickville, west to Highway 6 and north to Owen Sound. We alternate locations for each meet and currently ride near the following towns: Creemore/Mulmur, Dunedin, Flesherton, Singhampton, Maxwell, Thornbury, and Heathcote.

c. When We Ride

We ride to hounds every Wednesday and Saturday from mid-April to the end of May, and from mid-August to the end of November (weather permitting). On Wednesdays we average 15 to 20 horses and riders and on Saturdays, 30 to 50. Through the generosity of local landowners, we have thousands of hectares available for riding. Rides are typically three hours in duration, often followed by a well-deserved Hunt Breakfast. We ride rain or shine or snow, except when thunder and lightning or slippery conditions are present. The safety of the hounds, horses and riders is paramount.

d. Horses Suitable for Hunting

The choice of horse is ultimately up to you. However, the TNYH requires horses to be either geldings or mares only (no stallions). In spite of what advertisements may tell you or what you think your horse may be able to handle, there is no way to predict whether a horse will succeed in the hunt field, short of hunting him. So bring your horse, introduce him to the hounds and the hunt field and see how it goes!

Generally, a horse will reveal his aptitude quickly but there will always be a few horses who start badly and go on to become stars of the field. Again, it's impossible to predict with certainty but you can do some things to prepare your horse and there are things you can look for when buying a horse.

If you are comfortable and confident on your existing horse, that's a good beginning. If that comfort extends to riding out in the open on hacks and road work, that's better. If you can be confident about your horse's behavior on a trail ride or hack with a large group, that's a pretty good indicator that the horse will take to hunting. In the hunt field you and your horse may be exposed to farm animals (cattle, pigs, sheep, donkeys, etc.), motor vehicles, motorcycles, bicycles, challenging terrain (steep inclines, water crossings, etc.). If you and your horse haven't had that kind of experience, you must work to get it. Taking a horse that has only done ring work and has never hacked and trying to hunt him may be dangerous.

Don't fool yourself. If you're a confident rider and you're willing to put up with some bad behavior from your horse on a trail ride, that doesn't make the horse suitable for hunting. The horse must be well-behaved in groups, on the trail and on roads. If he isn't, then you can work toward those goals. Hunting will be both more exciting and more frustrating for the horse and more likely to bring out bad behavior. On a group trail ride people may be willing to stop and let



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you deal with a behavior or training issue. In the hunt field, people will be sympathetic but this sort of thing is disruptive to the hunting and may be dangerous to hounds, horses and riders.

Members of the field also must be vigilant about potentially dangerous situations. First of all, hunting is a very social sport. No one wants to see a rider having a problem. If someone speaks to you about your horse's behavior, please understand that they have in mind your safety and the safety of the other riders, hounds, horses and the welfare of the entire hunt club. The future of every hunt club depends these issues.

To ride to hounds, your horse does not need to be a show jumper or an advanced dressage horse but there is a distinct skill set that horses should have or work toward having. Your horse should:

- tolerate being in a group.
- not kick, at other horses or at hounds, no matter what.
- be rateable - you must be able to control the horse's speed.
- stand still while other horses go past, at any speed.
- be sufficiently handy to let you open or close a gate.
- be willing to stay behind while the field moves off.
- be willing to leave the group in a quiet and mannerly fashion.

The Masters have a final veto -- if your horse is deemed dangerous in the field, you will be asked to leave. All of the above can and should be practiced on hacks and group trail rides.

The above section was largely excerpted from Fox Hunt Virginia (www.foxhuntva.com).

e. Hound Exercise

We don't usually start riding to hounds right away in the spring because the fields are too soft, muddy, slippery, etc., and the farmers don't want us to leave hoof prints when they go to sow their fields. As such, we walk, trot and canter the horses along the country roads by the TNYH Kennels, legging up the horses and getting them accustomed to hounds, working closely in a group with other horses, and conditioning the hounds. Hound Exercise is a perfect way to introduce a horse to riding to hounds and to working in close contact with horses and hounds.

*No capping fee for Hound Exercises. Associates and Guests welcome. Participating in Hound Exercise does not count toward the Guest (2x per year) or Associate (4x per year) annual limit.

Casual attire.

To request permission as a Guest, please contact info@tnyh.horse or 416-998-6078 at least 24 hours in advance.

f. Bits and Shoes



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Some people find that their horse goes just fine in the hunt field in a snaffle. Others find that their horse tends to be stronger when they're riding to hounds than when they're at home doing ring work. Common bits used in the hunt field include: kimberwick, pelham, 3-ring, snaffle, etc. Some people ride with double reins while others ride with a single rein and converter.

Most hunt horses will have shoes on the front and hind hooves, often with corks.

2. THE FIELDS

a. First (Main) Field

The First (Main) Field jumps fences, usually coops.

b. Second Field (Hilltoppers)

Riders who do not wish to jump may ride with the Second Field (Hilltoppers). This group rides across the countryside using gates and roads to bypass the jumps.

c. Leisure Field

At some meets, we have a Leisure Field which follows the hunt mostly at a walk, breaking into a trot only if the riders wish it. Polly Winsor, a former Honorary Secretary and Director of the Toronto and North York Hunt, has been a Subscriber for 40 years. Now over 70 years of age, she has developed a new group we call the Leisure Field, which follows the hunt mostly at a walk, breaking into a trot only if her companions wish it. Riders in the Main and Hilltopping Fields are surprised at how often Polly catches up to them! The Leisure Field enjoys the countryside, hears and watches hounds at work, and might even see game, earning bragging rights at the Hunt Breakfast.

Riding with the Leisure Field is an excellent way for someone new to hunting to learn about the sport, for a green horse to see the excitement but not participate in it, for a horse or rider recovering from injury, to fit up (condition) a horse, or for a more senior horse or rider.

Note: The Leisure Field does not form at every meet.

Members wishing to join the Leisure Field are asked to TNYH at info@tnyh.horse or one of the Joint Masters to determine if the field is forming on the day they wish to ride. Associates are welcome to ride in the Leisure Field and it will be considered as one of the 4 rides per year that an Associate membership offers.



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Non-member guests wishing to join the Leisure Field are asked to contact the TNYH Office info@tnyh.horse or the Joint Masters to determine if the Leisure Field is forming on the day they wish to ride and to request permission from a Master.

Capping fees (see Section 3 below) for the Leisure Field are the same as for the other fields, appropriate to the season.

Guests are limited to 2 rides with TNYH per year, but riding with the Leisure Field is not part of that count (for the first year that the guest participates in the Leisure Field).

3. CAPPING FEES & WAIVERS (ASSOCIATES & GUESTS)

We follow simple guide in terms of capping fees – a capping fee only applies when hounds are hunting. When hounds are not hunting a capping fee does not apply*.

Capping fees must be paid by cash or cheque prior to mounting (eTransfers are not accepted).

If you do not pay your capping fee, you will not be permitted to ride that day.

Capping fees are paid to the Field Secretary. **It is the responsibility of the Associate, or Host and Guest to find the Field Secretary at least 15 minutes before moving off to hand in the capping fee and Waiver in an envelope (do not force the Field Secretary to seek you out).**

If paying by cash, the exact amount is required, as the Field Secretary will not provide change (any overage will gladly be accepted by TNYH as a donation to the Hunt!). If paying by cheque, please make it payable to “Toronto and North York Hunt”. The President and MFHs have the prerogative to suspend Guest capping fees on individual occasions. eTransfers are not accepted.

To expedite the process, please download, print and complete the Waiver prior to arrival at the Meet. Waivers may be downloaded at www.TNYH.Horse or obtained from the TNYH Office, Ms. Carolyn Lane, INFO@TNYH.Horse, 416-998-6078 (talk/text).

Capping fees are as follows:

- \$50 (age 19 and over), \$25 (age 18 and under) during Spring Season (mid-April to the end of May)
- \$50 (age 19 and over), \$25 (age 18 and under) during Fall Season (from mid-August to mid-September)
- \$100 (age 19 and over), \$50 (age 18 and under) during Formal Season, on and after Opening Meet in mid-September to Closing Meet (usually near the beginning of November), and if bye days are scheduled subsequent to Closing Meet. Participating in a Bye Day counts toward Associate (4x per year) and Guest (3x per year) annual limit.



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- Leisure Field, same as above
- Landowners do not have to pay a capping fee when the meet originates at the landowner's property
- *\$0 for mounted Hound Exercise (because the hounds are not hunting) (Note: Participating in Hound Exercise does not count toward the Associate (4x per year) or Guest (3x per year) annual limit)
- \$0 for the employee of a Subscriber (e.g., groom or trainer), who rides that Subscriber's horse. For example, a Subscriber may have a groom or trainer ride the Subscriber's horse to (re)educate the horse to hunting, even if the Subscriber is not riding.

Please refer to the Fixture Card for applicable current fees appropriate to the season.

TNYH Members who wish to bring a Guest are requested to contact one of the Masters for permission. Members should normally ride with their Guest, and at the Hunt Breakfast, should introduce their Guest to the breakfast host. Guests are limited to two (2) hunts per year, but riding with the Leisure Field is not part of that count (for the first year that the guest participates in the Leisure Field). In particular cases the President or a Master may suspend the two (2) hunt limit.

Members do the hunt an invaluable service by inviting as Guests any of their acquaintances who might someday wish to join TNYH. Members do the hunt a great service by seeking out and greeting Guests and making them feel comfortable and welcome. Every Member acts as an "Ambassador" for our great sport and for the TNYH.

Individuals who wish to hunt with TNYH but do not know a Member of the Hunt are welcome. They should contact the TNYH Office, Ms. Carolyn Lane, at INFO@TNYH.Horse, 416-998-6078 (talk/text), who will request permission from one of the Masters. Guests will be paired with a TNYH Member who will act as their Host during the hunt and at the Hunt Breakfast. Guests are limited to two (2) hunts per year, although in particular cases the President or a Master may suspend this limit.

Guests are encouraged to review the contents of this Handbook. Guests must be well mounted, properly attired and understand the relevant proprieties, whether riding with the First or Second Field. We recognize that some guests and those new to field hunting may not have the attire and tack appointments described in the section below, and for your first few times out with us, that is to be expected and is not an issue. Western tack and smart Western attire are welcomed.

If you are coming out hunting for the first time, it is wise to ride in the Second (Hilltopping) Field, especially if you and your horse are not experienced field hunters.

4. WAIVERS



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Every person on horseback, whether Member or Guest, must sign a Waiver once a year. Waivers may be obtained on the TNHY website at www.TNYH.Horse, by email from Ms. Carolyn Lane, INFO@TNYH.Horse, 416-998-6078 (talk/text) or at the Meet from the Field Secretary.

Young people are very welcome in the Hunt Field, although it is essential that their Waiver has been signed beforehand by a parent or legal guardian; not by their host. Anyone under the age of 18 must ride under the supervision of a Member.

5. ATTIRE AND TURN-OUT

a. Attire

Hunting attire is conventional for two reasons. Over the years that people have been hunting, a form of clothing has been developed which comes closest to the most practical under average conditions of weather and terrain. Secondly, some of the pleasure of hunting, for participants and spectators, comes from the feeling of tradition and from the spectacle presented by the hounds, Staff, and Field. Each hunt prescribes its own hunting attire. In inclement weather we always dress accordingly (e.g., oilskin coat or jacket, etc.).

Western tack and smart Western attire are welcomed. Approved ASTM helmets are obligatory, as are boots with a heel; safety vests are optional but recommended.

Informal attire (Ratcatcher) is to be worn on Wednesday and Saturday during Hound Exercise, the Spring Season (mid-April to the end of May), Fall Season (mid-August to mid-September), and on Wednesdays during the Fall Season (i.e., from the Wednesday after Opening Meet in mid-September to the Wednesday before Closing Meet in mid-November). After Closing Meet, Ratcatcher is worn on Wednesdays and Saturdays. Western tack and smart Western attire are welcomed.

Formal attire is to be worn on Saturday's after Opening Meet (mid-September) to Closing Meet (mid-November). Western tack and smart Western attire are welcomed.

The following is worn by the TNYH:

Formal Attire – with colours		
	Gentlemen	Ladies
Safety Helmet (REQUIRED)	Blue or black ASTM approved safety helmet with safety harness.	Blue or black ASTM approved safety helmet with safety harness.



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Safety Vest (OPTIONAL but RECOMMENDED)		
Coat	Pink with TNYH buttons & blue collar. 2 large buttons on back. 2 small buttons on each sleeve.	Black buttons with TNYH insignia. TNYH blue collar. 2 large black buttons on back. 2 small black buttons on each sleeve.
Vest	Canary (optional)	Canary (optional)
Shirt	White	White.
Stock	White, properly tied with horizontal stock pin	White, properly tied with horizontal stock pin.
Breeches	White or buff	Buff, canary or rust.
Boots	Black leather with tan coloured tops	Black leather with black patent leather tops
Gloves	White string; tan or yellow leather	White string; tan or yellow leather.
Whip	Hunting crop with thong and cord snap, properly carried but never used unless asked. A short whip.	Hunting crop with thong and cord snap, properly carried but never used unless asked. A short whip.
Hair	Women with long hair should wear it up with a hair net. Juniors with long hair are allowed a neat single braid or pig tails.	

Formal Attire (without colours) - Gentlemen and Ladies

Safety Helmet	Blue or black ASTM approved safety helmet with safety harness.
Safety Vest (OPTIONAL but RECOMMENDED)	
Coat	Black
Collar	Black
Buttons	Black
Vest	Canary (optional)
Shirt	White
Stock	White, properly tied with horizontal stock pin
Breeches	Buff, canary, rust or white



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Boots	Black – no tops
Gloves	Black
Whip	Hunting crop with thong and cord snap, properly carried but never used unless asked. A short whip.
Hair	Women with long hair should wear it up with a hair net. Juniors with long hair are allowed a neat single braid or pig tails.

Informal Attire (Ratcatcher) – Gentlemen and Ladies

– Juniors (may always ride Ratcatcher regardless of season)

Safety Helmet	Blue, black or brown ASTM approved safety helmet with safety harness.
Safety Vest (OPTIONAL but RECOMMENDED)	
Coat	Green TNYH Hunting Jacket or tweed jacket.
Shirt	Plain, coloured or patterned shirt, turtleneck.
Stock	Tie, ascot, coloured stock with horizontal stock pin.
Breeches	Buff, canary, rust.
Gloves	White string; tan or yellow leather
Boots	Black or brown (tops optional)
Whip	Hunting crop with thong and cord snap, properly carried but never used unless asked. A short whip.
Hair	Women with long hair should wear it up with a hair net. Juniors with long hair are allowed a neat single braid or pig tails.

Overwear - During inclement or cold weather the MFH may be asked for permission to wear suitable overwear

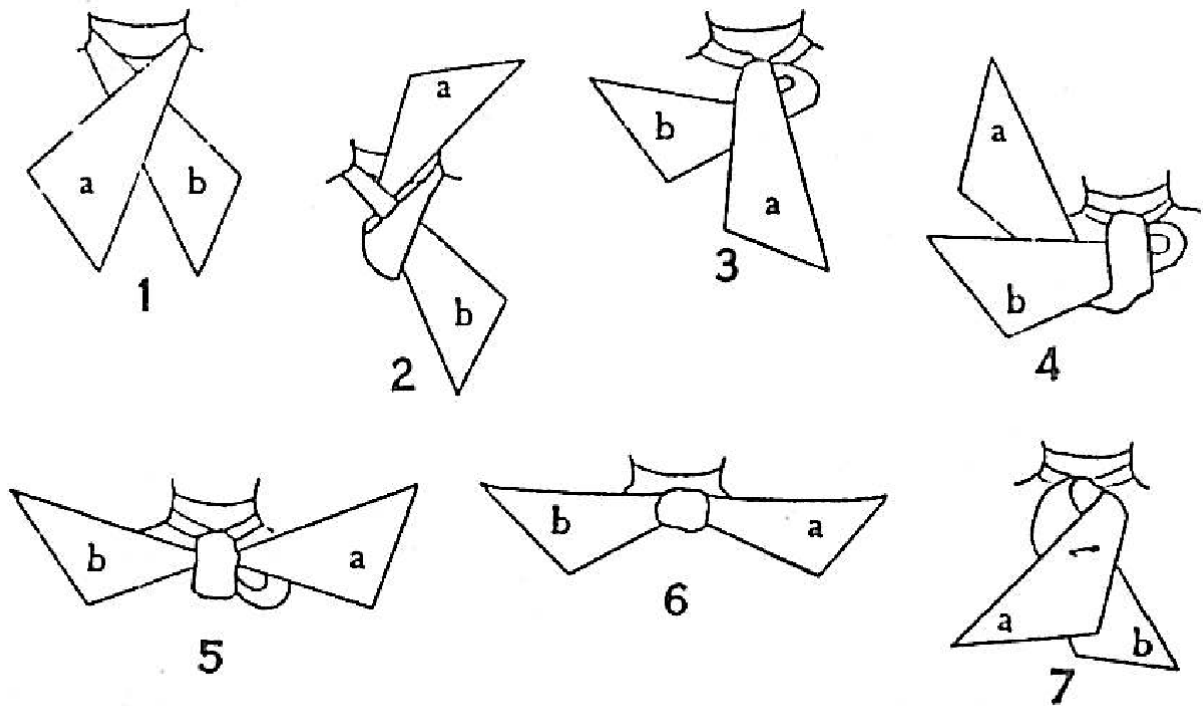
Rain	Green rain coat or jacket; oilskin.
Cold	Green or beige cold weather coat or jacket.

b. How to Tie a Stock

If a stock, is worn is should be white and fixed with a stock pin:



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c. A Beautifully Turned-Out Horse

It is a pleasure to all participants of the hunt, as well as to Landowners and visitors, to look up on a Field of clean, splendidly groomed, clipped and tidily tacked horses. Only white contour-style saddle pads are appropriate (no colours nor embroidery). Tack should be well-conditioned, clean, plain, strong and unadorned. Hunting breastplates are suggested.

Braided or roached manes with braided or pulled tails are welcome for any Meet. Braiding is suggested for formal occasions such as Opening Meet.

Tack Appointments	
Bridle	Single or double
Breastplate	Optional
Martingale	Optional
Saddles	Cross country recommended.
Saddle pads	White sheep skin (natural or imitation) or white quilted
Girths	Leather preferred.
Wire cutter case	Wire cutters are permitted, attached to saddle.



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Sandwich case	Permitted, attached to saddle.
Flask case	Permitted, attached to saddle

Ribbons in Horse's Tail	
Red	Tie a red ribbon to the horse's tail if the horse might kick. Stay at the back of the Field. Carry a ribbon in your pocket in case your horse or one in the Field kicks during the hunt.
Green	Tie a green ribbon to the horse's tail if it is new to the field. Stay at the back of the Field.

6. MEMBERSHIP IN TNYH

a. Application for Membership

TNYH welcomes all applications for Membership. The application process is outlined below but applicants should feel free to contact the TNYH Office to discuss potential Membership or any aspect of the hunt by contacting Ms. Carolyn Lane, INFO@TNYH.Horse, 416-998-6078 (talk/text). The application process is detailed below:

1. Potential members are asked to ride with TNYH three (3) times as a Guest before submitting an Application for Membership.
2. Download an Application for Membership Form at www.TNYH.Horse.
3. Complete the Application for Membership Form and submit to the Secretary (address noted on the Application for Membership Form).
4. The Candidate must arrange for two supporting emails/letters containing such information as may be helpful to the Board of Directors and/or Executive Committee in determining the fitness of the Candidate for Membership, written by a Proposer and a Secunder, and either posted/emailed to the Secretary or enclosed with the Application for Membership Form (post/email address noted on the Application for Membership Form). The Proposer must be a current Subscribing Member of TNYH, while the Secunder may be either a current or a former Subscribing Member.
5. Applications are reviewed by the Board of Directors and/or Executive Committee.
6. Capping Fees – A person who has paid capping fees as a Guest and is accepted as a Subscriber, in the same calendar year will have those fees subtracted from the membership dues. (NB: Capping fees paid during the calendar year are only deducted if the person becomes a Subscriber during that same year. If a person joins as a Junior, Intermediate or Associate, capping fees paid in the same



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calendar year are not deducted). Until Membership has been approved, applicants will continue to pay capping fees appropriate to the season. The current fees are listed on the Fixture Card which may be downloaded at www.TNYH.Horse. The President and MFHs have the prerogative to suspend these limits and fees on individual occasions.

7. The Secretary will notify Candidates when Membership is approved, and Membership dues are to be paid (minus capping fees paid in the same calendar year, for Subscribers only).

b. Categories of Membership, Fee Schedule and Benefits of Membership

	Junior	Intermediate	Associate	Subscriber
Age	18 and under	18 to 28	29 and above	29 and above
Mounted Hound Exercise	Unlimited	Unlimited,	Unlimited, no cap	Unlimited
# of Hunts Allowed per Calendar Year (Jan 1 to Dec 31)	Unlimited	Unlimited	4 (including bye days) <i>Note: Riding in the Leisure Field is included in the above with the exception of the first year an Associate participates in the Leisure Field which is unlimited)</i> <i>Participating in a joint meet hosted by a hunt other than TNYH, does not count toward the annual limit for Associates.</i>	Unlimited
Annual Membership Fees	\$125 <i>Note: Children of Subscribers are automatically approved as Junior Members and pay \$0. Children of Intermediates and Associates are automatically</i>	\$425	\$500	\$2,100



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	<i>approved as Junior Members and pay \$125.</i>			
Capping Fee	\$0	\$0	Year 1 – No caps Subsequent Years – Pays cap appropriate to the season	\$0
Yearbook Advertising For additional information, please refer to the section below.	Optional, but appreciated.	Optional, but appreciated.	Optional, but appreciated.	\$750 plus HST where applicable. Compulsory (with the exception of the first year of membership) – either paid by Subscriber or via advertising you secure)
Invitations to TNYH Events (Gourmet Hacks, Creemore Thanksgiving Parade, Christmas Party, etc.)	Yes!	Yes!	Yes!	Yes!



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The Toronto Hunt, Scarborough, ON			Your board of directors approved the establishment of reciprocal Guest privileges with The Toronto Hunt. While this does not include the use of their golf course, it does permit TNYH Members to use their dining and Meeting rooms. Reservations are requested and should be made directly with The Toronto Hunt. TNYH Members will be asked to sign a chit for services utilized following which The Toronto Hunt will mail a statement directly to the Member. Prompt payment is requested. For more information, go to www.torontohunt.com .	
Membership in Master of Foxhounds Association (1) and Subscription to Covertside Magazine	Included in TNYH Annual Membership	Included in TNYH Annual Membership	Included in TNYH Annual Membership	Included in TNYH Annual Membership
Membership in Ontario Federation of Anglers and Hunters (2)	Included in TNYH Annual Membership	Included in TNYH Annual Membership	Included in TNYH Annual Membership	Included in TNYH Annual Membership
All categories of membership are required to be members of the Masters of Foxhounds Association of America (1) and the Ontario Federation of Anglers and Hunters (OFAH) (2). You can be exempt from receiving “Out of Doors Magazine” from OFAH by noting it on the membership form.				
(1)	Membership in MFHA in the MFHA is included in your TNYH Membership and includes four (4) issues of MFHA’s Covertside foxhunting magazine per year and a monthly subscription to the eCovertside electronic newsletter, etc. To see all the benefits of Membership go to www.mfha.org .			
(2)	Membership in the OFAH is included in your TNYH Membership and includes 10 issues of Ontario OUT OF DOORS magazine, 16-page Member’s only Angler & Hunter Hotline, etc. To see all the benefits of Membership go to www.ofah.org .			

c. Membership Renewal

Renewal documents will be sent to existing Members at the beginning of each calendar year. Dues and a signed Waiver are payable upon receipt. Payment may be made either as a lump sum or a set of post dated cheques, to Ms. Constance Boldt, 838721 4th Line East, Mulmur, RR #1, Glencairn, ON, L0M 1K0.



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d. HARK! Magazine Advertising Fee

The TNYH prepares HARK! Magazine annually, connecting mounted hunting and country life with profiles of personalities and events, and depicting the romance of sport with horse and hound. HARK! will be distributed free to our Members, landowners, riding establishments, retailers and other distribution areas.

To offset the cost of production, Subscribers are required to either (a) pay a \$750 advertising fee to TNYH, or (b) secure advertising contracts to offset the \$750 in whole or in part (with the balance being paid by the Subscriber to TNYH). The requirement to pay the advertising fee or secure advertising is waived for a Subscriber's first year as a Member with TNYH, although any assistance would be appreciated. The Advertising Rate Sheet and Advertising Contract will be provided to all Members.

	Junior	Intermediate	Associate	Subscriber
HARK! Magazine Advertising	Optional, but appreciated.	Optional, but appreciated.	Optional, but appreciated	\$750 Compulsory (with the exception of the first year of membership) – either paid by Subscriber or via advertising placed by your contacts.

e. Clubhouse Fund

Members may be requested, from time-to-time to contribute to the Clubhouse Fund to purchase supplies such as beverages, paper plates and cutlery, etc. for use at the Clubhouse for breakfasts, special events, etc. All contributions are very much appreciated.

f. Hunt Breakfasts

During the Fall Season (after Opening Meet in mid-September to the end of November), Members will be asked to volunteer to host a Hunt Breakfast.



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TNYH maintains with enthusiasm an ancient tradition of our sport, which is a convivial meal following the morning's ride. This is called "the breakfast" even though it takes place in the afternoon. While our horses relax, munching hay in our trailers, we might stand outdoors sharing our picnics, if the word went out that the breakfast would be "tailgate"; another time, we might rendezvous at a nearby restaurant. When the meet begins at our kennels, the breakfast is usually in our clubhouse, which has a well-equipped kitchen; sometimes one member provides the breakfast, or it may be potluck. There are also delightful occasions when one of our members invites us to their home for a lovely meal after the hunt.

According to TNYH tradition, anyone who was out that day is welcome at that day's breakfast. This includes non-riding supporters, while it excludes members who were not out, unless the individual hosting the breakfast extended a specific invitation. Riders are not expected to change their dress, except for removing their boots, although some may choose to put on a clean jacket. It is proper to thank the host (or at least one of the joint hosts) before leaving the breakfast.

Some breakfasts, such as the Landowner's Breakfast after the Opening Meet, are hosted by a group of Members.

During the Spring and Fall Season, Hunt Breakfasts are not organized like in the Formal Season. Often, on the morning of the hunt, people will chat with one another and many will choose to get together at a local restaurant after the ride, and pay their own way.

g. Landowner's Breakfast

The Landowners Breakfast I held after Opening Meet on the second Saturday in September, and is one of TNYH's most important events. All the landowners in our hunt country receive an invitation to the Landowner Breakfast. It is a great opportunity to thank our generous landowners for the opportunity to ride across their land. The cost of the event does not come from annual member dues but from the contributions of our Members. We ask that all members contribute as much as you feel is appropriate.

h. Hunt Staff Christmas Box Fund

As is our tradition, rather than giving presents or gratuities to our Hunt Staff during the hunting season, we collect contributions to the annual Hunt Staff Christmas Box Fund. The moneys received will be presented during the Christmas holidays. A request will be sent to all Members prior to Christmas asking for contributions. All contributions are very much appreciated.

i. Volunteering!

We often have special events at the Clubhouse, such as the Puppy Show, Holiday/Christmas Party, Introduction to Riding to Hounds, or off-site such as the Hunter Pace, Hunt Ball, etc. We



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need the support from all our members to make these events a success. We need Volunteers! Examples of volunteer duties may include help setting up at the Clubhouse the day before, cleaning tables and chairs, putting up decorations, and setting up the event to make it beautiful! We need volunteers to man the bar on the day, to check in the guests with name cards, and greet them, to help clean up after the event. An email will be sent to members before an event and your assistance is greatly appreciated!

j. Awarding of Hunt Colours

When the Masters awards “colours”, they award hunt buttons at the same time, usually at the end of the Fall Season. It is the prerogative of the Masters as to whom, how and when colours are awarded. To be awarded colours means you are a member of the hunt who understands the sport. The TNYH hunt colours are the blue collar on the ladies formal black hunt coat, and the collar and lapel of men’s “scarlets”, equivalent to a tuxedo. The TNYH hunt buttons are the hunt’s logo, engraved on a button that can only be worn on the formal hunt coat, informal jacket, and canary vest of those awarded their colours.

Members earn the TNYH hunt colours by hunting regularly, assisting with the affairs of the hunt like volunteering on work crews or at social events, assisting in the hunt field by opening gates, making guests feel welcome, hosting hunt breakfasts, hosting the stirrup cup, ensuring that you and your horse are always turned-out well, being knowledgeable of hunting etiquette and the territory the hunt hunts over, and being a proficient and safe rider. The time a member has been a member of TNYH is also a consideration. Members might be considered for their colours after two to three years, however, it is not automatic since it is your participation and proficiency that it most important.

Once colours have been awarded, your position in the field changes as follows (refer to italicized text):

- Staff (Huntsman, Whips, and Hounds)
- Masters
- Special Guests of the Masters, such as a Master from another Hunt
- Field Master of First Field
- *TNYH Members invited to wear colours (properly, Members with greater seniority would precede newer Members)*
- Guests invited to wear colours of their Hunt
- Members not yet invited to wear colours
- Guests without colours
- Junior riders, 20 years of age and under
- Riders on green horses
- Horses that habitually refuse and / or habitually kick, regardless of whether the rider has been awarded colours



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Collars and buttons may be purchased from TNYH by contacting Ms. Leora Conway (please refer to the TNYH Directory for contact information).

k. Field Hunter of the Year Award – Susan Jane Anstey Memorial Trophy

Awarded annually at the Master's discretion, the Susan Jane Anstey Memorial Trophy is awarded to the "Field Hunter of the Year", and is given to a Member with a horse that has shown it can lead another horse over jumps and or trappy situations, is well turned out, groomed, clipped, mane pulled, tail trimmed, mannerly in the field, able to stand quietly at a check and good with hounds. Recipients may have their name engraved on the trophy (at their expense) and keep it for a one year period until the next Field Hunter of the Year is awarded.

l. Fairly Hunted Award – Masters of Foxhounds Association

The Fairly Hunted Award was established by the Masters of Foxhounds Association to acknowledge youth under age 18, who participate in hunts but may not be a member of a pony club. The award will be given each year to any young person who hunts five times that season and is so acknowledged by a Master. No examination is given and no requisite skills are required – just having had the experience of participating in hunts. Youth who qualify may receive the award each year.

Recipients will receive a commemorative pin, certificate, and a one-year subscription to *Covertside*, the Magazine of Mounted Foxhunting. Recipients will also be announced in the winter edition of *Covertside*.

7. INCLEMENT WEATHER AND CANCELLATIONS/CHANGES TO A MEET

We generally ride rain or shine or snow, except when thunder and lightning is present. However, a meet may be cancelled due to inclement weather (such as ice, large amounts of snow or inordinately heavy wind, heavy rain or lightening). It is rare that we are in the unfortunate position of having to cancel a meet or make a last minute change, but it does happen on occasion.

If a meet is cancelled or there is a change, we will endeavour to contact all Members as soon as possible, via email. Members will be responsible for notifying their guest(s), if applicable. We understand that this method of communication will only be relevant for those with a mobile device that receives email, and that some of you drive long distances to attend our meets and will very likely be at your barn, or in transit when you receive the email. For this, we sincerely apologize. However, we believe that notifying people via email is the best way to get word to you in an efficient and timely manner. We will do our very best to give Members and guests as



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much advance notice as possible and deeply regret any inconvenience that a cancellation or change may cause.

We also understand that there may be a few Members that do not have a mobile device that receives email. While we would prefer to send an email, and want to strictly limit the number of phone calls we may be required to make, please let the TNYH office know if you cannot receive email on your mobile device and if you must be contacted via a text or call to your mobile phone (INFO@TNYH.Horse, 416-998-6078). Thank you in advance for your understanding.

8. THE MASTERS OF FOXHOUNDS, THE HUNT STAFF, AND THE HOUNDS

a. Master of Foxhounds (MFH)

The Master(s) are responsible for all activities in the hunt field. Appointed by the Board of Directors, representing Membership, the MFHs hire and supervise the Huntsman and work closely with him in choosing when and where to hunt. At each appointed Meet (fixture), one of the Masters will act as Field Master to lead the First (Main) Field and another will lead the Second (Hilltopping) Field. On rare occasions the MFH may appoint an experienced Member to act as a Field Master.

b. Field Masters

The Field Masters lead the Field during the hunt, keeping the Field as close as possible to the Huntsman and the Pack, but not close enough to interfere with them. The Field Masters represent the authority of the Masters and are responsible for maintaining order and safety in the Field, as well as for protecting the interests of the landowners. Listen carefully to the announcements of the Field Masters and follow their instructions during the hunt without hesitation. The Field Masters often call on Members of the Field to perform incidental duties during the hunt such as opening and closing gates, replacing poles over coops, repairing damage to property or accompanying a horse or rider back home. Everyone should be alert for these situations and volunteer when special help is needed.

c. Huntsman

The TNYH employs a full-time professional Huntsman. The Huntsman is the person who actually hunts hounds. He lives next to the kennels, and it is he who breeds, feeds, trains and cares for hounds. Using voice and horn, and with the assistance of the Whippers-In, the



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Huntsman is able to control the pack. As the hunt proceeds, he will move hounds from one covert (a place that might hide quarry, whether cornfield, bush or forest) to another. The Huntsman has the absolute right-of-way as he follows the pack or leads them to a scent or covert. You should listen, quietly ask questions of experienced Members, and learn the sounds that the Huntsman makes with voice and horn as they indicate the ebb and flow of the hunt. The Huntsman's authority during the hunt is second only to the Masters.

The Huntsman may be greeted by Members of the Field before the hunt with a brief "Good morning" and thanked after the hunting day is over, but otherwise, he should be left alone, as he must give his full concentration to his work. It is proper to greet the Huntsman before greeting the Whippers-In, if convenient. **The Field can best assist the Huntsman by maintaining a respectful distance, keeping out of the way of the Huntsman, Whippers-In and hounds and especially by speaking in a subdued voice and limiting conversation in the Field.**

Always turn your horse to face the Huntsman if he passes close to you. This is a gesture of respect, and ensures that your horse will not be startled and cannot possibly kick him.

d. Whippers-In

The Whippers-In (Whips) are responsible for controlling hounds (Pack) as directed by the Huntsman during a chase. The Whips, whether professional or amateur, are the primary support for the Huntsman in the kennels and in the Field. They are the eyes and ears of the Huntsman. Due to their far-ranging duties, they often overtake the Field, at which time they have absolute right-of-way so they can proceed in their work without delay. Yield to them immediately whenever you see or hear that they are coming. The cry of "Ware Huntsman" or "Huntsman / Whip Please" will alert you that Staff may need to pass by you.

In the Field, Whips are totally responsible to the Huntsman, aware of hounds and keep them working as a pack, preventing "riot", and maintaining discipline. Often Whips will cover three times the territory as anyone else as they are sent on ahead or around a covert. They most know the hunting country intimately and are as familiar with individual hounds as the Huntsman by sight or voice as he or she might suddenly find himself with hounds in full cry as quarry breaks covert nearby.

The Whips may be greeted by Members of the Field with a brief "Good morning" prior to the hunting day and thanked after the hunting day is over; otherwise, the Whips are to be left alone as their concentration has to be on hounds. It is proper to greet or thank the Huntsman prior to greeting or thanking the Whippers-In. **The Field can best assist by maintaining a respectful distance, keeping out of the way of the Whips and hounds, by speaking in a subdued voice and limiting conversation in the Field.**



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Always turn your horse to face a Whipper-In when one passes close to you, so that your horse cannot possibly kick them.

e. The Pack

The TNYH pack of hounds consists of hounds whose bloodlines have been selected to produce good scenting ability, voice, obedience, stamina, drive and desire. Great care is taken to protect each individual hound from harm and to improve the Pack's aggregate hunting attributes through selective breeding. There are three foxhound breeds recognized in America: English, American, and Crossbred. The TNYH Pack is English with some Crossbred.

f. Field Secretary

The Field Secretary is a person appointed by the Secretary to attend a Meet and take attendance, collect capping fees (due from Guests or Associate Members) and signed Waivers.

g. Officers

TNYH is a not-for-profit corporation under the laws of the Province of Ontario. At its Annual General Meeting (AGM) each Spring, Subscribers with colours (full Members who have been invited to wear the TNYH buttons and blue collar) elect a President, Secretary, and Treasurer for a one-year (renewal) term, as well as Directors to serve on the eight to 12 Member Board which governs the corporation. The AGM has the ultimate authority over all TNYH business. Board of Directors appoints the MFHs, but it is the Masters who confer colours on Members who have shown by their experience and behaviour in the Field that they understand and cherish the traditions of riding to hounds. The President is the Chairman of the AGM and of the Board of Directors. He meets regularly with the Masters as the Executive Committee of the TNYH.

The Secretary (titled by tradition Honorary Secretary if unpaid) is the business manager of the TNYH. The Secretary or their designate sends and receives communications. Several volunteers assist the Secretary with the jobs of maintaining Membership lists, recording the minutes of Meetings, and other tasks.

The Treasurer collects all fees due from Members. The Treasurer is also responsible for maintaining the TNYH's accounts. **Please submit your payment upon receipt of the invoice from the Treasurer, always prior to Opening Meet.**

9. ETIQUETTE, RULES, & WHAT TO EXPECT ON A TYPICAL DAY IN THE FIELD



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The etiquette and rules of riding to hounds are based on traditions that harken back hundreds of years. They have evolved through the need to handle certain situations in a uniform, disciplined manner to preserve order and safety in the Field. A group of well-trained riders on well-schooled and well-equipped horses can find tremendous pleasure, excitement, sport, and camaraderie enjoying this centuries-old pastime. The following rules and guidelines will help achieve these goals for all participants. Since the colourful vocabulary that accompanies this time-honored sport might be curious to the contemporary rider, a glossary of terms has been included at the back of this Handbook.

We must all take steps to insure the safety of hounds, horses, and riders, and also to protect the interests of the landowners who generously allow us on their property.

Know the Rules

Members and Guests are encouraged to review this Handbook.

Be Prepared

Each rider, whether Member or Guest, should be well prepared, which means having a horse that is already experienced on roads, trails, hills, and water crossing and can be depended upon to canter under control in a group of horses. It is essential that your horse has been schooled to not be surprised by dogs.

First Time Field Hunters

If you are coming out hunting for the first time, it is often wise to ride in the Second (Hilltopping Field), especially if your horse is not an experienced field hunter.

Review the Rules

All Members, no matter the number of years of experience, should review this guide prior to the hunting season each year, and periodically during the season.

a. As the Hunt Begins – Presentation of the Pack and Opening Announcements

At the sound of the horn, signaling the release of the Pack from the kennels or the hound trailer, face the Pack and remain silent. There will usually be a greeting from a Master who may make announcements, recognize special Guests, or give instructions to the Field. The Field Masters may also make some remarks. When the Pack moves off to begin the hunt, take your proper position in the Field as outlined below.

b. Position in the Field



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TNYH follows the traditional order in the hunt field, unless otherwise ordered by the Masters:

Field Master of First (Main) Field

- Staff (Huntsman, Whips, and Hounds)
- Masters
- Special Guests of the Masters, such as a Master from another Hunt
- Field Master of First Field
- TNYH Members invited to wear colours (properly, Members with greater seniority would precede newer Members)
- Visitors invited to wear colours of their Hunt
- Members not yet invited to wear colours
- Guests without colours
- Junior riders, 20 years of age and under
- Riders on green horses
- Horses that habitually refuse and / or habitually kick, regardless of status of rider

Field Master of Second Field (Hilltoppers)

- Second Field (following the same order as that of First Field).

Leader of the Leisure Field (if applicable)

- Leisure Field (following the same order as that of the First Field).

a. The Top Things You Need to Know

Our Masters of Foxhounds (MFHs) have responsibility and authority for our conduct while hunting; in the hunt field their requests should be obeyed swiftly and cheerfully. If they delegate someone else as Field Master, please accord that person the same courtesy. He/she needs to know who is out that day, so it is proper to greet him/her at the start, introduce guests, not leave early without permission, and thank him/her when he/she declares the hunt over. Then thank the Huntsman and Whippers-in, in that order.

1. Arrive early and be mounted 15 minutes before the appointed starting time.
2. Approved ASTM helmets are obligatory, as are boots with a heel; safety vests are optional but recommended.
3. Inexperienced horses and horses new to the field must have a green ribbon in their tail and be kept at the back. A horse that may kick should have a red ribbon in its tail and be kept strictly at the very back of the field.
4. Allow one horse length between yourself and the horse ahead of you. However, it is very important that you keep up with horse ahead of you and do not lag behind.
5. If you are uncomfortable with the pace, you may ask the Field Master's permission to move to a slower field or to be excused. Return to the trailers, preferably with a companion.



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6. Keep to the edges of roadways and ride in single file so as not to block traffic. Ride on the edges of fields unless instructed otherwise. Tiptoe past livestock so as not to disturb. Gates must be left closed if found closed, or open if found open.
7. Do not pass the Field Master. The tradition of never passing the Master (that is, keeping behind him/her) serves to keep the field from interfering with hounds.
8. Speak in a subdued voice and limit conversation in the field.
9. Bring water for your horse.
10. Have fun!

c. Conclusion of the Hunt

At the conclusion of the hunt, the hounds are returned to the kennels or hound trailer, at which time the Field thanks the Masters, the Huntsman, the Field Masters, and the Whippers-In. This ends the formal hunt.

It is appropriate and appreciated, to thank the Huntsman with a brief and friendly "Thank you" after the meet. It is also polite to thank one or all the Whippers-In, but only if the Huntsman has first been thanked.

After the hunt, TNYH usually enjoys a Hunt Breakfast.

10. Riding to Hounds – An In-Depth Guide

a. Rules to Protect the Landowners

1. NEVER DAMAGE A LANDOWNER'S PROPERTY: Never cut or damage wire fences or gates or allow livestock to escape.
2. PROTECT THE LANDOWNER'S FIELDS AND CROPS: Following a warning "Headlands", stay to the edges of seeded fields. Take special care to avoid unharvested crops and do not take shortcuts. Follow the Field Master, who will sometimes command "Single file please" to minimize trampling of crops. The Field Master also might command to "Spread out" or "Take your own line" to avoid tearing up turf with a single track of so many horses. Never go faster than a walk if you must cross a lawn.
3. NO SMOKING: Smoking presents a serious fire hazard to our hunt country. Our landowners rely on their forests and fields to provide the income that allows them to keep their land, which we enjoy thanks to their kind invitation. Dry or dead foliage, hay and dry grass are extremely flammable. We cannot take the chance of starting a fire on anyone's property.
4. CLOSE GATES: **NEVER** leave a gate open that was not already open, even for a few



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minutes, and be sure that you latch it securely. If you are the last to go through a gate and not sure whether it was open or closed, CLOSE IT, and reattach the chain. However, you must also tell a Master, Field Master, Huntsman or Staff about this gate as soon as possible, because you might have trapped livestock in a place not agreeable to the landowner. If you unlock or unchain a gate, make sure it is locked back, If you are the last to jump a coop and not sure whether the pole was up or down, PUT THE POLE UP.

5. STAY OFF LAWNS, GARDENS, FLOWERBEDS, ETC.: Landowners will not appreciate your horse trampling their lawns. Do not soil a lawn, or fertilize a field by cleaning your trailer onto anyone's property. If you must dispose of a small quantity of manure, distribute it thin and widely and never in or near a watercourse. It is preferable that you carry your manure home.

b. Rules to Protect the Pack, the Staff, and the Field

1. NEVER DO ANYTHING THAT MIGHT HARM A HOUND: Do not jump a fence until all hounds are clear. Turn your horse to face passing hounds to avoid kicking one. Always yield to a hound on the trail or working in your vicinity. Advise the rider in front of you if a hound has passed you and is approaching them from the rear, saying "Ware Hound (left or right)" The only people who have authority to address a hound are the Huntsman, Staff and Masters. **Do not call to, cheer, rate, discipline, drop your whip or gesture to hounds, unless specifically asked to do so by a Master, the Huntsman, or Staff.**

2. **DO NOT PASS THE FIELD MASTERS:** You must follow (and keep up with) the Field Master of either the First or Second Field. You are not permitted to follow a Master who is not acting as Field Master unless specifically invited to do so. Take your own line only if instructed to do so by a Field Master. If one of the Masters is not acting as Field Master for your Field, he might select to ride his own line at his own rate and will give you permission to pass him in order for you to keep up with your Field Master. You may request permission to pass in such instances.

3. **TAKE YOUR PROPER POSITION IN THE FIELD:** Riding to hounds is not a competitive sport. Share position in the Field with other riders of the same rank while yielding to riders of greater seniority or rank. Yield to another rider if you have been enjoying the front for a period of time. Take a turn at closing a gate. It is not necessary to be right in front all day in order to enjoy the hunt.

4. **DO NOT TALK WHILE HOUNDS ARE CAST:** A successful chase depends upon the Master's and Huntsman's ability to hear the Pack, and to follow them while staying within earshot. They must have silence when the hounds are working a line or are running. When you talk during a lull in the hunting (called a "check"), keep your voice low. This is especially necessary when the Field is large. **The Field can assist the Huntsman and Whippers-In by**



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speaking in a subdued voice and limiting conversation in the Field.

c. The Field Master's Commands

Riding to hounds relies on standard commands for reacting to many different situations. Some commands are verbal and some are visual. Perfect knowledge of these commands is essential because they require quick, decisive actions. Failure to execute them properly may endanger someone's safety and can result in a swift reprimand from the Field Master.

Many of these commands can be anticipated simply by being alert and watching the riders ahead of you as well as by watching the Field Master and the Staff. For example, whenever the Field is stopped on a trail, look around for a spot to back your horse into for a “reverse” and if a “reverse” looks probable, go ahead and back your horse out of the way.

1. “HUNTSMAN PLEASE” OR “WHIP PLEASE” may be said by a Staff Member or a Member of the Field. This command requires your immediate yielding of the right-of-way to a Staff Member, most often a Whipper-In. Back your horse off the trail with its head toward the Staff Member and remain in position until he/she has passed, or move your horse to one side of the trail if the Field is moving.
2. “FORWARD REVERSE PLEASE” is often safer than simply getting off the track or turning your horse around. It involves following behind the Field Master and/or horse in front of you and meeting the following horses head on. This reduces the tendency for horses to kick.
3. “WARE WIRE”, or “WARE HOLE” are warnings passed back to the rider behind you to warn that rider of a hazard to his/her horse. Do so in a subdued voice if possible, loud enough to be heard by the next rider, while pointing to the hazard so that the next rider will readily recognize it.
4. “HOLD HARD” is a hand signal made by a vertically raised forearm. This signal requires that you halt immediately without catching up to the horse in front of you, then stand silently and still. If horses are bunched up on a trail, turn your horse's head away from the trail to discourage him from kicking the horse behind you. This command requires immediate, perfect execution, as it is done when the Field Master must listen for the Pack in silence. It is a difficult maneuver because the riders and horses are caught up in the thrill of the chase, but it is crucial to determining which way the Pack is going and to the ultimate success of the day's sport.
5. “RIDER DOWN” is shouted if a rider ahead of you has fallen and may be in your path especially at a jump. If you hear this signal, do not proceed until the fallen rider is safely out of your path and someone has stopped to help him or her.



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6. “LOOSE HORSE” is the signal that a horse is loose. When this cry is heard, stop your horse and look for the loose horse that may be running at a full gallop and may pose a threat to others. Do not do anything that will excite the horse further. Do not chase the horse. Usually the loose horse will allow himself to be caught easily and then can be led back to its rider.
7. “TALLY HO” is the cry that every person who rides to hounds longs to give. If yours is the thrill of viewing the quarry, stand still, facing your horse in the direction taken by the game, shout “Tally Ho” and point in the direction taken by the quarry.
8. “SINGLE FILE” is the command given by the Field Master when passing over ground that is easily damaged or when passing through a narrow opening between wire or other obstacles. This command means to proceed in single file, directly behind the horse in front of you. It is relayed back through the Field in a subdued voice.
9. “TAKE YOUR OWN LINE” or “FAN OUT” is the command given by the Field Master when the going is heavy and single file could cause the ground to become so soft that all the horses might not make it through. This command is also used to minimize the damage to ploughed ground. All horses should form a line abreast of each other, move across the field or woods until the problem is cleared and then return to proper position.
10. “HARK” is the signal given by the Field Master or a Member of the Field who has heard the Pack “open” (beginning to cry or speak). Immediately become silent and look for direction from the Field Master. If you are the Field Member who has heard the hounds, raise your hand in the direction from which you heard the hounds so that the Field Master can take advantage of this information.
11. “WARE HOUND (LEFT OR RIGHT)” is what you will hear from another Field Member who is warning you that a hound is overtaking you from the rear on one side or the other. You should yield to the hound. Make sure that your horse in no way endangers it then notify the rider ahead of you “Ware hound (left or right)” in a subdued voice.
12. “RUNAWAY” is the signal that a rider has lost control of his horse and that the horse is running away with him. This signal may be given by a Master, Field Master, the horse’s rider or a Member of the Field. Get out of the way of the runaway horse.

d. Rules for You and Your Horse

1. ARRIVE EARLY AT THE MEET, so that you can be mounted and your horse relaxed 15 minutes before the appointed start time.



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2. **KEEP TO THE EDGE OF A ROADWAY.** If our horses fill up a lane, or worse, block the whole road, we not only cause consternation to drivers, we endanger our horses' lives and our own.

3. **PRACTICE AT HOME THE "HEAD TO HOUNDS!" MANEUVER SO THAT WHEN STAFF, HOUNDS, OR A REVERSING FIELD MUST PASS YOU ON A TRAIL, YOUR HORSE WILL UNDERSTAND HOW TO BACK OUT OF THEIR WAY.** If there is time and room, you could instead steer a sharp right-angle turn, away from the trail, and do a U-turn, ending by facing the trail. If you merely pull off, hounds, Huntsman, or Whip may have to pass by close to your horse's heels, which invites trouble.

4. **DO NOT CROWD THE HORSE AHEAD OF YOU.** It is neither polite nor safe, as it may cause a kick to you or your horse resulting in injury. Maintain a distance of one to two horse lengths between you and the horse ahead of you. Maintain a greater distance when approaching a jump. A rider with his arm held horizontally behind his back is signaling you that you are crowding his horse and annoying him. Remember that almost ANY horse will kick if run up on or otherwise provoked. Chronic kickers present a separate problem altogether, as addressed below. When stopping your horse, turn his head away from the trail to discourage him from kicking the horse behind him. It is your responsibility to be alert to the activity of the hunt in front of you and to be prepared to stop. Your horse should be bitted and tacked appropriately in order to achieve a sudden halt without crowding the horse ahead of you. If you're close enough to be kicked, you're too close!

5. **IF YOUR HORSE KICKS HABITUALLY, TIE A RED RIBBON IN ITS TAIL AND STAY AT THE REAR OF THE FIELD.** You do not want your horse to injure a rider, another horse or hound. It is best to avoid riding a kicker. A horse that kicks, injures other horses or hounds may be permanently excused from the TNYH. Train your horse at home to put up with close contact, and if it still kicks, do not bring it out.

6. **IF YOUR HORSE HAS LITTLE EXPERIENCE IN THE HUNT FIELD, PUT A GREEN RIBBON IN ITS TAIL AND KEEP IT AT THE BACK.** If you think your horse might kick, the ribbon should be red and you must keep at the back of the Field.

7. **DO NOT RIDE ALONE.** If you wish to leave early, find a companion, and ask a Master to be excused. This is essential, because the Master may wish you to take a particular route to avoid spoiling a covert still to be hunted. He will also tell you if there is land across which the TNYH does not have permission to ride.

8. **DO NOT LAG BEHIND.** If you cannot keep up, you must get permission to leave the Field. If you must leave the Field due to an injury to your horse or yourself or because your horse is winded, obtain permission to do so from the Field Master who will then give you directions to get home. If you have been left behind and your condition prevents you from being able to speak



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to the Field Master, ask the nearest Member of the Field to notify the Field Master at the next available check. This avoids unnecessary worry for the Field Master who might otherwise initiate a search! Do not simply disappear from the Field. Do not begin a hunt with the idea that you will not finish. Have yourself and your horse in good condition so that you can keep up with the Field and finish the hunt. No straggling is permitted. When hunting, you are either 1) in the Field, 2) catching up with the Field after stopping for some unavoidable reason or 3) returning home after receiving permission and directions from the Field Master. It is not permissible to be separated from the Field Master before moving from First to Second Field and vice-versa.

9. IF ANOTHER RIDER HAS TROUBLE AND NEEDS ASSISTANCE, THE NEAREST RIDER SHOULD STOP TO HELP. If more help is needed, one or two additional riders should stop. The rest of the Field will continue and those who stopped may resume their position in the Field at the next check. The Field Master should be notified if anyone has elected to go home.

10. CLOSING GATES AND RAISING POLES THAT WERE LET DOWN IS THE RESPONSIBILITY OF THE "LAST MAN" TO PASS. The person nearest to him should stay with him to assist. This is one of the duties that usually falls on someone who is working for their colours but it is also a courtesy provided by any and all Members of the Field.

11. WHEN APPROACHING A JUMP, FORM A DISTINCT LINE, SINGLE FILE, SEPARATED BY FOUR TO FIVE HORSE LENGTHS MINIMALLY AND JUMP IN ORDER. Do not cut in front of another rider. If a rider ahead of you falls before or after the jump, cry "Rider Down" and do not proceed until it is safe to do so. Do not ride so close behind the horse ahead of you that his refusal also causes your horse to refuse, or so close that you would be dangerously close to the rider ahead of you if he or she were to fall in front of your horse. You must also be on the lookout for and yield to Staff and hounds!

12. IF YOUR HORSE REFUSES A JUMP, GO TO THE REAR OF THE LINE BEFORE MAKING ANOTHER TRY. If your horse refuses only once during a hunt, you may resume your position in the Field at the next check. If your horse refuses more than once during the hunt, you should stay in the rear of the Field for the remainder of the hunt. This will allow horses do not refuse to be able to keep up with the hunt. A horse that refuses holds up everyone in the Field that is behind him.

13. IF YOUR HORSE DAMAGES A JUMP, YOU ARE RESPONSIBLE FOR REPAIRING IT. Stop at once and make repairs on the spot. Get another rider to help if necessary. If the damage is too serious to repair without tools or help, make careful note of the location of the jump, nature of the damage and its location so that you can explain the damage to the Field Master and the Staff. This will enable them to find it when they return with the necessary materials.

14. IF SEPARATED FROM THE FIELD, FOLLOW THEIR TRACKS OR STAY ON ROADWAYS. Do not take a short cut that could place you ahead of the Huntsman as this would



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interfere with the working of the hounds and spoil the day's sport.

15. IF YOU ARRIVE LATE AND MUST FIND THE HUNT, FOLLOW THEIR TRACKS. Do not try to second-guess the hunt's location, as you will surely find yourself in the path of the Huntsman and the hounds. Make every effort to be mounted and ready prior to the hounds being released from the kennels or the hound trailer.

16. USE THE "BUDDY SYSTEM" ESPECIALLY WHEN RIDING AT THE REAR OF THE FIELD. This will insure that no one falls behind or falls off their horse without someone being aware of it. This is especially important for the last person in the Field, newcomers and Guests.

17. IF YOUR HORSE RUNS AWAY WITH YOU, EXERT A STEADY PULL ON ONE REIN AND TRY TO STEER TOWARD SOME OBSTACLE THAT WILL SLOW HIM DOWN. If other horses and riders are in danger, shout "runaway!" so they can get out of your way. DON'T PANIC! Just hang on and keep pulling on one rein until he stops. THEN DO SOMETHING TO PREVENT HIM FROM RUNNING AWAY WITH YOU AGAIN! Unsafe horses are prohibited from the Field.

18. IF YOU HAPPEN TO SEE DEER BEING FLUSHED FROM COVERT, DO NOT ANNOUNCE THAT THE HOUNDS ARE RUNNING RIOT BECAUSE THAT IS NOT NECESSARILY TRUE. It is not your responsibility to make that judgement. The quarry will often attempt to confuse his scent with that of a deer and the hounds could very well be on the trail of the quarry and not the deer. Only the Masters, the Huntsman, and the Whippers-In are in a position to judge whose scent the hounds are running. They may ask a Member of the Field what they saw if they wish but do not speak unless addressed. **Only the Masters, the Huntsman and Staff are permitted to speak to hounds. Do not call to, cheer, rate, discipline, drop your whip or gesture to hounds, unless specifically asked to do so by a Master, the Huntsman, or Staff.**

19. COOPERATE WITH YOUR FELLOW RIDERS. We are all out to enjoy good sport and good fellowship. Share position in the Field according to the proper order discussed earlier. If you see improper behaviour, you may want report it to the Field Master or a Master so that it can be corrected.

20. TURN OFF CELLULAR PHONES. While cellular phones are a welcome safety device in the event of an emergency it is not appropriate to make or receive calls after the hounds have been cast. The Staff and Field Masters may utilize radios and/or cellular phones as necessary for the safety and betterment of the hunt.

21. DO NOT CHARGE UP HILLS OR GALLOP PAST OTHER RIDERS! Do not overtake another horse without asking permission to pass from that rider. Conversely, if your horse has trouble keeping up, yield to other riders so that they are not detained and work on your horse's



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fitness. Always maintain a proper interval between yourself and the horse in front of you.

22. BE CONGENIAL TO OUR AUDIENCE. Any onlooker can form a positive (or negative) opinion of TNYH based upon your friendly wave (or self-absorption).

e. Field Master's Admonitions!

After years of hunting, the Masters of the TNYH have identified a number of behaviours which, if avoided, will enhance the safety and enjoyment of all participants of the hunt.

1. WHILE THE FIELD MASTER MIGHT BE ABLE TO ENJOY RIDING ABREAST AND QUIETLY CONVERSING WHILE THE HOUNDS ARE BEING CARRIED FORWARD OR WORKING AT A DISTANCE, PLEASE STAY IN SINGLE FILE BEHIND HIM WHEN ON A RUN. Do not gallop next to or at the flank of another rider. TNYH country can often lead the Field down trappy paths and over steep hills with sudden turns. Staying at a safe distance from other horses while on a run is mandatory. If a horse is difficult to halt suddenly or maneuver, causing it to run into other horses, it must be re-schooled and re-equipped accordingly.

2. BE QUIET ENOUGH TO HEAR THE HOUNDS OPEN. The Field Master regularly needs the assistance of attentive Field Members to identify the proper direction to lead the Field. Be listening. If the Field Master holds up his hand ("Hold Hard"), be silent and still immediately.

3. LET THE FIELD MASTER KNOW BY WHATEVER AVAILABLE MEANS IF YOU ARE REQUIRED TO RETIRE FROM THE DAY'S HUNTING. You must request permission from the Field Master to join the other Field at a check. It is very worrisome to have someone go inexplicably missing from the Field. If you or your horse are not quite fit enough to endure a long First Field run, hunt with the Second Field. Under no circumstances is it permissible to take your own line or stray away from the Field.

4. NO SMOKING OR USE OF CELL PHONES during the hunt.

11. GLOSSARY OF TERMS

ALL ON: The expression used by the Whipper-In to tell the Huntsman that every hound in the pack is present.

AT FAULT: The hounds have stopped during a hunt because they have lost the scent.

AWAY: A quarry has "gone away" when he has left covert. Hounds are "away" when they have left covert on the line of the quarry.



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BLABBER: A hound that gives tongue or bays when it has not picked up a scent, thus misleading the Huntsman and the rest of the pack.

BLANK: To draw blank is to fail to find quarry.

BLOWING AWAY: The Huntsman's series of quick notes on his horn when hounds leave covert on the line of the quarry. An exciting and stimulating sound.

BREAK: Quarry breaks cover when it runs from it.

BRUSH: A fox's tail.

BUTTON: The distinctive button of a hunt. Members may not wear the hunt buttons until they have been awarded their colours by the Masters.

BYE Day: A bye day is a day not scheduled on the fixture card (an extra dividend).

CAP: 1) Protective headgear. 2) A Capping Fee is a fee charged for riding to hounds.

CARRY'S A SCENT: The ground surface "carries a scent" if it is good scenting country such as clean pasture and land.

CARRY A LINE: A hound following a scent.

CAST: 1) A planned move in search of a line (trail of the quarry's scent). 2) To make a cast. Hounds may cast themselves or the Huntsman may cast them into covert.

CHALLENGE: The hound which first gives tongue on striking the scent of quarry can be said to "challenge" or "open".

CHECK: An interruption of the run caused by hounds losing the line.

COLD LINE: An old scent.

COLOURS: 1) The distinctive colours that distinguish the uniform of one hunt from another. Usually a distinctive colour of collar on a scarlet or black coat. 2) To be awarded or given the colours is to be given the right to wear them as well as the hunt buttons.

COOP: A two-sided sloped wooden jump built into a wire or wooden fence. It is normally three feet to three feet six inches high. Almost all TNYH country coops are three feet or lower.



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COUPLE: 1) Two hounds (any sex) for convenience in counting. 2) A collar for keeping two hounds attached to each other for convenience in control of training. 3) To attach two hounds together by use of couples.

COVERT: (Pronounced “cover”.) A patch of woods or brush where quarry might be found.

CROP: The stiff portion of a hunting whip to which the thong is attached. (The whole whip, i.e. crop, thong and lash, should not be referred to as a crop.)

CRY: The sound given by hounds when driving and trailing, e.g. “The pack is in full cry.”

CUR-DOG: A dog other than a foxhound in the Hunt Field.

DRAG: The scent line left by quarry when it returns to its bed after a night’s hunting on its own account.

DRAG HUNT: See below.

DRAG LINE: An artificial line used by trailing some suitable substance across country for a pack of hounds to follow. Hence the term “drag hunt” for packs which habitually follow artificial lines to provide guaranteed good runs for the mounted.

DRAW: The process of sending hounds through a covert to look for quarry. The draw is the area of country where the Huntsman intends to search for quarry during a particular day. To “draw” a hound from a pack is the practice of hunt Staff in calling an individual hound’s name and making it come forward from the other hounds.

DOG FOX: A male fox.

DOUBLE: To “double the horn” is to blow a series of short sharp notes. Signifies quarry is afoot. Used to excite the hounds at the early find of quarry.

DOUBLE-BACK: Quarry that returns to covert after having left it is said to double-back.

DRAW: 1) To search for game in a certain area, e.g. “to draw a covert.” 2) The act of drawing, e.g. “Thorny Wood is a difficult draw.”

DRIVE: The urge to go forward on the line, e.g. “That hound has drive.”

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



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EARTH: Any place where quarry goes to ground for protection but usually a place where they live regularly, i.e. a den.

ENTER: A hound is “entered” when he is first regularly used for hunting. “This year’s entry” are the hounds entered or to be entered this season.

FEATHER: A hound “feathers” when he indicates, by actions rather than by voice, that he is hunting on a line or near it. The tail (or “stern”) is waved, the head is down and activity is concentrated and intensified.

FIELD: The group of people riding to hounds, excluding the MFH, Huntsman and Staff.

FIELD MASTER: The person designated by the MFH to control the Field. A Master may designate himself as Field Master.

FIXTURE: The time and place of the Meet or assembly of the hunt. A fixture card is a card sent out by the TNYH Office to list the fixtures for a given period. Fixture cards are also on the TNYH website at www.TNYH.Horse.

FIELD: (First and Second): The TNYH Field is usually divided into two Fields. Riders in First Field should expect to jump all obstacles when on a run, maintaining a very fast pace. Their horses and riding ability must be appropriately prepared. Second Field maintains a quieter pace, going through gates instead of jumping obstacles. Second Field enjoys very good sport with frequent views of game. Riders should not press themselves to First Field beyond their horse’s ability or endurance.

FOIL: Any odour which tends to obliterate that of the quarry. If quarry doubles back on his tracks he is said to be “running his foil”.

FRESH FIND: To rouse the quarry anew after losing him.

GOING: The condition of the ground as it pertains to a horse’s ability to safely gallop, such as “hard”, “deep” or “wet”.

GONE AWAY: 1) The quarry has “gone away” when he has left covert. Hounds are “away” when they have left covert on the line of quarry. 2) A sound blown on the horn by the Huntsman to indicate that the quarry has left the cover with hounds in pursuit.

GROUND: “To go to ground.” To take shelter (usually underground), e.g. “The quarry went to ground in the main earth east of the swamp.”

HACK: To ride one’s horse to the hunt Meet. To ride outdoors in open country.



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HACKLES: The hairs along the side of a hound's neck and spine.

HEAD: To head quarry is to cause it to turn from its planned direction of travel. This usually causes a check. This is one of the primary reasons that it is unacceptable for any Field Member to be anywhere but in his or her proper position in the Field! This is also referred to as "turning game".

HEEL: Backward. Hounds following the line in the opposite direction from the way the quarry runs are running "heel". Also called "counter".

HILL TOPPERS: Second Field. See "Field" above. Hill toppers might also follow on foot or in cars.

HOLD HARD: "Stop please." The Field should come to an immediate stop. This frequent command requires proper riding on a properly schooled horse. Running up on the horse in front is unacceptable.

HOLLA or VIEW HOLLA (pronounced "holler"): The shout or screech given by someone who has just seen the quarry. The intention is to inform the Huntsman and hounds of the fact. Point in the direction of the quarry.

HONOUR: A hound "honours" when he gives tongue on a line that another hound has been hunting.

HONOURARY: A term used before the titles of Huntsman, Secretary, Treasurer or Whipper-In which designates that they are volunteers and not professionals who are paid by the Hunt.

HOUND WALK: The Huntsman and Staff take the hounds out to "walk" in the late summer to ready their fitness and training for the approaching hunt season.

HUNT WHIP: The assembly of crop, thong and lash is known as a hunt whip.

HUNTSMAN: The man who actually hunts the hounds in the woods and fields.

JOLLY (aka "LARK"): To jump fences unnecessarily or go for a gallop when hounds are not running or on non-hunting days. May be encouraged by or may annoy Masters and/or landowners. Take your cues from the Masters and act accordingly.

LASH: ("Popper.") The short piece of cord (occasionally leather) attached to the end of the whip thong away from the crop. Sometimes improperly applied to both thong and lash as a unit.



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LAY ON: To start hounds on a scent.

LIFT: To carry hounds forward. Usually implies that hounds were hunting when lifted.

LINE: The trail of the quarry.

LITTER: A group of young born of the same mother at the same time. Applies to whelps (puppies) or cubs. Equally correct when applied to kittens or piglets.

MARK: When the hounds account for quarry up a tree or in ground by baying.

MASTER: The MFH. The person(s) in command of the Hunt in field and kennels.

MEET: The assembling of the Hunt for a day's sport, e.g. "The Meet tomorrow is at ..." or "Hounds Meet tomorrow at ..."

MUSIC: The cry of the hounds is called hound-music.

NOSE: The ability of a hound to detect and interpret the scent.

OPEN: A hound is said to "open" when he first speaks on a line.

OPENING MEET: The first Meet of the formal hunt season.

PACK: The Hunt's collection of hounds.

PAD: 1) The foot of a mammal, generally a quadruped, that has claws. 2) The center cushion of a hound's foot.

PANEL: 1) The portion of any fence between two posts capable of being jumped by a horse. 2) A wooden jump built into a wire or wooden fence. It is normally three feet to three feet six inches high. Sloped jumps are referred to as coops.

PICK-UP: The Huntsman picks up the hounds (or lifts them) to move them to another covert or to go home.

POINT: 1) The straight line distance made good in a run, e.g. "That was a six kilometre point, but twelve kilometres hounds ran." 2) The location to which a whipper-in is sent to watch for quarry to go away.

QUARRY: The game hunted by hounds.



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RATCATCHER: Informal hunting attire. Also correct for Spring and Fall Seasons and on Wednesdays during Formal Season.

RATE: A warning cry given to correct hounds. A scolding set of words to hounds such as “Back to him” or “Ware riot.” (It is not appropriate for the Field to rate hounds unless specifically asked to by Staff.)

RIDE: A lane cut through the woods.

RIOT: When the hounds chase anything other than their intended quarry. Deer are the most common riot.

RUN: A period during which hounds are actually on the line of the quarry. This usually implies a gallop for the Field as opposed to a chase “in covert after a twisting the quarry”.

SCAT: Animal droppings.

SCENT: The smell of quarry. The physical and chemical phenomena by which the smell gets from the quarry’s footprints to the hound’s nose. Scent can be good or bad, meaning easy to follow or difficult. It depends in general on weather.

SPEAK: To give voice or tongue. To open. Usually of a single hound, e.g. “I heard Elias speak on a line.”

STAFF: The Huntsman, Whippers-In, Secretary, Treasurer and the Field Masters.

STERN: Tail of a hound.

STIRRUP CUP: A small serving of drink (port, sherry, apple juice) taken by a rider about to depart. Also, the vessel in which it is served.

TAIL HOUNDS: Hounds which are behind the main body of the pack when they are running.

TALLY HO: Call these words when you view game. Remove your hat and point it in the direction in which you saw the game move. It is intended to advise the Huntsman, Masters and Staff of the location of the quarry.

THONG: The long flexible leather portion of a hunting whip joining the last to the crop.

TONGUE: Cry. A hound “gives tongue” or “speaks” when he proclaims with his voice that he is on line.



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VIEW: See (or sight of) the quarry.

VIEW HOLLOA: The name of the cry given by a person upon viewing quarry. This tradition primordial scream is reserved for Masters, Huntsman and Staff. When you, as a Field Member, are the first to view the quarry, you should call “Tally Ho”, remove your hat and point it in the direction in which you saw the game move.

VIXEN: A female fox.

WALK: Puppies are “sent out at walk” in the summer and fall of their first year in the care of Members of the Hunt to teach them about people and the sights and sounds outside the kennels.

WARE: A caution 1) to riders, e.g. “Ware wire.” 2) to hounds, e.g. “Ware riot.” An abbreviation of beware.

WHELP: A young puppy. To bear puppies, e.g. “That hound was whelped on 3/6/13.”

WHIPPER-IN: (Whip) A Staff Member who assists the Huntsman in the control of the hounds. The Field always yields to Staff.