

North West Hunt
saps
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Booklet



Spring 2002

£3.00

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INTRODUCTION

If you are thinking of going out to sabotage a hunt for the first time, it is advisable to get in contact with experienced members of the Hunt Saboteurs Association, who will be able to assist you to be more effective in saving the lives of hunted animals. The first means of contact is North West Hunt Saboteurs, P.O. Box 155, Manchester, M60 1FT. You can also approach us at one of our regular stalls on the high street, or can contact us via the H.S.A. office in Brighton, P.O. Box 2786, Brighton, BNQ 2AX.

WHERE TO FIND DETAILS OF YOUR LOCAL HUNTS

Look in a copy of Baileys Hunting Directory this can usually be found in your local reference library. This will give you the hunting area of every hunt, hunt staff details and their phone numbers.

WHERE DO THEY ADVERTISE THEIR MEETS ?

1. Under hunting appointments in Horse and Hound every Thursday (check out any large newsagents)
2. In some local newspapers.
3. In fixture list sent by hunt secretaries to subscribers and 'interested' persons.
4. On some pub notice boards.
5. At Stables and Riding Schools.
6. Ring the kennels, and say you want to follow the hunt. (It sometimes works)

LOCATION

If you are unsure of the position of a small village meet, your local reference library. will usual be very helpful and will often have maps at different scales. If possible photocopy or make a drawing of the area around the meet with particular reference to footpaths, commons, any non-private land, animal sanctuaries, motorways and railways. Also look out for likely hunting areas (in the case of fox hunts, small coverts). If possible, farm boundaries would also be of great assistance if you are ordered off any land. It is also handy to have any telephone numbers of members of the hunt if they do not show up at the expected meet. However, have a good story in case they ask any awkward questions. For example tell them you and a friend are from abroad and want to see a real English hunt.

NOTE - Some groups suggest attending a hunt as an observer before sabbing. This will give you an insight into the workings of the hunt involved. The decision to observe or sab the first time is purely down to the individual. If you are late or lose the hunt scout around the area. Horse boxes, country

folk gazing across fields, fresh horse droppings on the road, hoof mark and paw prints in muddy gateways or a large number of cars by the side of the road usually mean the hunt is nearby. Supporters cars are sometimes identifiable by car stickers on display in the car e.g. British Field Sports Society (see left).



DRESS

It is often a great advantage to look like a hunt follower and thus gain information on the likely course of the days hunting or future meets.

Obviously, it may not be possible to stay undercover indefinitely or on subsequent occasions, but hunt follower type clothes will assist in avoiding detection.

Therefore, **do not wear bright clothes**, if possible find dull green or brown jackets (wax jackets are usually the best) or camouflage jackets. Also, dull trousers or breeches with thick socks and strong boots (these will help to protect your ankles from injury), wellies are also good in wet or muddy weather. A cap or hat may be worn for added effect or to hide long hair. BFSS badges may also be worn when necessary.

ARTICLES TO TAKE ON A SAB

1. Scent Dullers - Bob Martins 'Antimate' in aerosol cans from pet shops and chemists are ideal for immediate spraying after a hunted animal has passed or to destroy a scent in a small area. These can easily be concealed while you are at the hunt. Alternatives include garlic powder in a hot water solution, which can be made a few days before the meet, or crushed garlic cloves mixed during the summer and left to mature will provide a strong scent duller, other alternatives are Citronella or Eucalyptus oils, which you add to large amounts of water (then use as explained later in this booklet). Small garden hand sprays can be used as handy dispensers.

NEVER SPRAY ANY SUBSTANCE ON THE HOUNDS, HORSES OR SUPPORTERS.

2. False Trails - In general these have produced mixed results. However, if you do discover an effective method please inform us.

3. **HUNTING HORNS - THESE ARE ESSENTIAL** - They can be obtained from your local group. Cotswold hunting horns are the most effective and can be used on all types of hunting. The pitch of the horn may vary from hunt to hunt. Typical horn calls and their meanings are available on a tape from your local group.

4. O.S. Maps - 1:50,000 can be bought at stationers or borrowed from libraries. **These are vital for information on the local area, in order to sab effectively.** 1:25,000 maps will show more detail.

4. Whips - The whip is used to control the hounds if they are rioting after an animal other than the intended quarry or to stop hounds going onto roads, railways etc. (see page 5 for further details)

5. Whistles - These are often very useful if you can't blow a horn, they will make the hounds look up. (some hunts that are regularly sabbed are now relying on whistles and voice calls) A whistle is also very effective on shoots to scare off the birds.

6. For clearing hares from coursing areas use horns, rockets, rags on string, flags and fertiliser sacks.

7. If possible take these following articles with you:- camera, or if possible a video camera, notebook and pen and some loose change. These can be invaluable at times.

8. Materials for tying up gates e.g. chains and padlocks (to be used at discretion where this can be done safely without putting **any** animals at risk).

9. Rook Scarers (Rookies) To be used for pre-meet clearance of woods or at hare coursing events to scare away the hares. (ALWAYS TAKE GREAT CARE WHEN USING ROOK SCARERS).

10. Banners for demos - avoid pointed ends (offensive weapons).

11. C.B. Radios or Walkie Talkies - these can be of great use when used correctly. They generally have a range of between 1 - 7 miles depending on the terrain.

12. Mobile Phone - This is great for those very elusive hunts, and those early morning cubbing meets (used by a person in a car following a horsebox/supporter). It is also a great means of getting in touch with someone in an emergency, and can be used to great effect as a contact number.

13. Diesel/Petrol money - without this the van will not be going anywhere (usually £2).

14. Contact Number - This is a number which is used to keep in touch with other groups, vans or if people have get lost or arrested. It can also be used to ring through new meets.(ALWAYS HAVE A CONTACT NUMBER)

15. A solicitors number, just in case you do get arrested.

WARNINGS

1. WHEN DRAWING HOUNDS OVER BY USING HOLLOAS OR HUNTING HORNS, ENSURE

- THAT YOU ARE NOT BRINGING THE HOUNDS NEAR OR OVER A RAILWAY LINE, BUSY ROAD OR AWAY FROM A FALSE TRAIL.
- THAT THERE ARE NO HUNTED ANIMALS BETWEEN YOU AND THE HOUNDS (OBVIOUS BUT IMPORTANT).

2. Remember the Country Code.

3. Do not take any action that may harm the horses or hounds. Be careful not to frighten the horses at a banner demo.

4. Avoid tactics that do not directly help the hunted animal, such as interfering with supporters cars etc.

5. IF THE HUNTED ANIMAL IS HEADING TOWARDS YOU, STAND PERFECTLY STILL AND QUIET UNTIL IT HAS PASSED. ANY NOISE OR MOVEMENT MAY SCARE IT BACK TOWARDS THE HUNT.

6. NEVER POINT IF YOU SEE A FOX, HARE ETC., as the hunt might not have seen this particular animal, and may come over to where you pointed at to try and find the line.

7. When using rookies, check to see there is no risk of fire by using only in evergreens, also keep away from bridleways and public rights of way.

8. If there are a lot of sabs, then keep tightly together in the field. A long line of sabs may prevent the quarry from fleeing and flush the animal back into the hounds. Avoid running noisily towards the hunt for the same reasons. Also when on a shoot, always keep very tight together or you will just act as another beat line and flush the birds towards the guns.

9. IF THE HOUNDS 'PUT UP', THAT IS FLUSH OUT A QUARRY, DO NOT RUSH IN IF THERE IS A RISK OF TURNING THE ANIMAL BACK INTO THE PACK. REMEMBER THE HUNT WILL WANT A CHASE, THEY WILL NOT WISH TO 'CHOP' THE QUARRY, THAT IS KILL IT WITHOUT A CHASE. SO IF AT THE INCEPTION OF THE HUNT YOU ARE BADLY POSITIONED, HAVE PATIENCE AND TRY TO REACH A BETTER PLACE TO INTERVENE AND TO USE SABOTAGE TACTICS.

10. Under no circumstances willfully injure or attempt to injure any hunt animal, be it horse, hound or terrier and take EXTREME care when driving near hunt animals. Anyone who does not consider the welfare of hunt animals has no place within a sab group.

11. DO NOT PLACE A HUNTED ANIMAL AT RISK IN THE FIELD. THE FIRST PRIORITY IS ALWAYS THE LIFE OF THE HUNTED ANIMAL. THE SECOND IS THE EFFECTIVE SABBING OF THE HUNT. DO NOT CONFUSE THE TWO. POOR TACTICS COULD TURN THE HUNTED ANIMAL BACK INTO THE PACK. IF THE QUARRY OR OTHER ANIMAL PASSES BY, FREEZE UNTIL IT HAS PASSED BY YOU, THEN TAKE THE APPROPRIATE ACTION.

12. Do not spray the hounds with any substances, no matter how safe they may be.

13. A red ribbon or bow on the tail of a horse means that it is liable to kick.

CONFRONTATIONS

Violent hunt reactions may occur but do not go out expecting them. The following points should be noted:-

1. **Avoid if possible direct confrontation with riders and supporters.** Always remember that the primary reason for your presence is to save the hunted animal. Such sideline distractions usually serve only to help the hunt get ahead.

2. If a rider is chasing you it helps to have a safe escape route planned, e.g. over a fence or into a thick wood.

3. Sabs should always stick together, as a straggler is an easy target for a hunt thug.

4. If there is trouble, take any injured sabs to hospital for confirmation of injuries. This is essential if there is to be a court case. Such incidents should also be recorded for sab records - pass any details to you group contact.

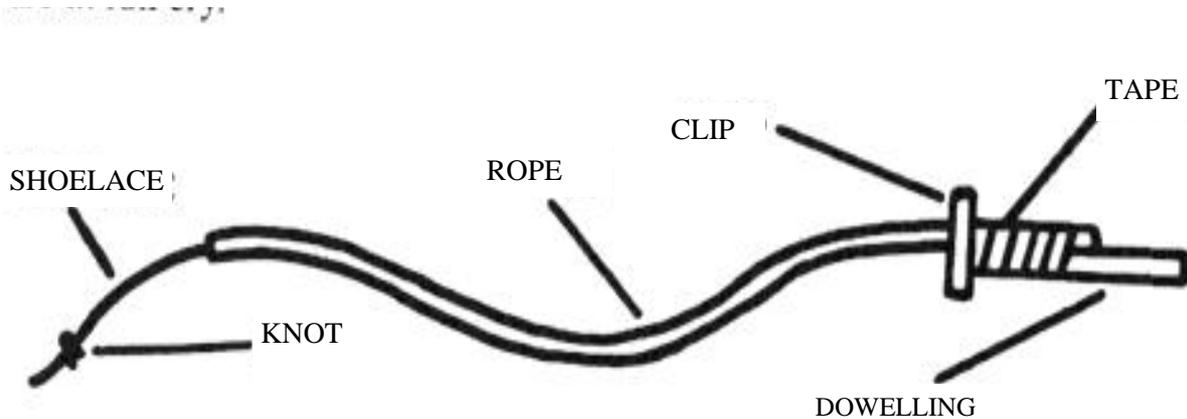
5. Any violent incidents should ideally kept track of, for future legal action may rely on a well kept record of such incidents.

6. Take written notes of any incidents as soon as possible after the event. Get names and addresses of witnesses, photographs where possible (or description) of the people causing the trouble, and any vehicle registration numbers of the people involved.

7. Report the incident to the police as soon as possible after the event. (As the longer you leave it the more chance the people involved will have time to make their getaway).

THE TOOLS OF SABOTAGE - HOW TO MAKE A WHIP

The use of whips is very much neglected. We use the horn and hollas in the same way as the huntsman, so why not the whip? The whip is used to control the hounds if they are rioting after an animal they shouldn't be, or to stop the hounds from going onto main roads, railways etc. The hounds will stop at the whip because they have been trained to be scared of it. So all the huntsman or whipper-in has to do is to crack the whip and the hounds will stop dead. If you see a huntsman crack the whip near a hound you will see it cower in fear. We can use this to our advantage by stopping hounds when they are in full cry.



Making a whip

The whip is an essential piece of sabbing hardware and is very easy to make.

For the handle all you need is a piece of dowelling from a hardware shop. This should be about 2/3cm thick, and as short as possible so that it will fit easily into your pocket. The best rope to use is climbing rope (or similar). The rope for each whip should be about 1.5 metres long - the general rule is to hold out your arm and let the rope hang to the floor - that is the length you want.

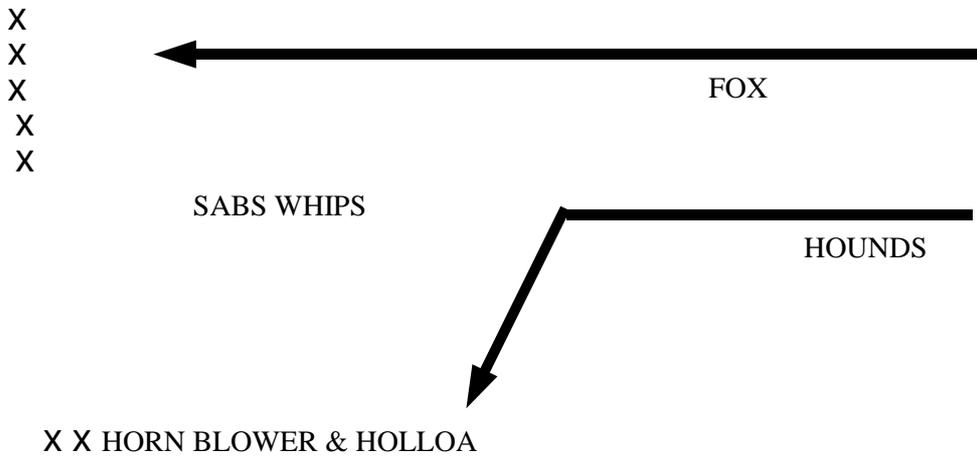
Tape about 8cm of the rope around the dowelling using strong tape. To fasten the rope to the dowelling, the best thing is a plastic clip (from electrical or gardening shops) which, once fastened, can't be undone.

The cracking noise is made by adding a shoe lace, this only needs to be about 20cm long. Tie this onto the end of the rope and put some tape around it. You will be able to make it more secure by practising with different ways. Put a knot near the end of the lace, this helps it to crack.

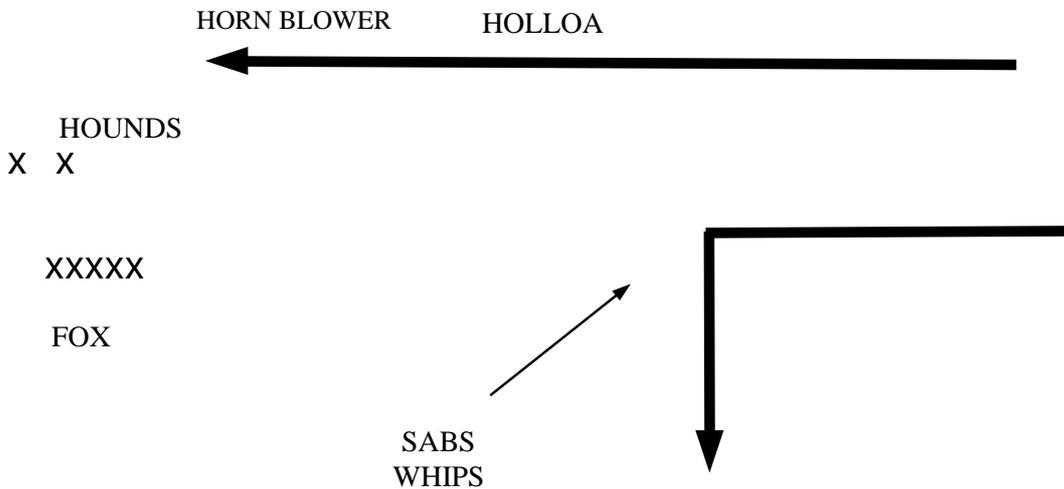
To crack the whip, lift the stick until the shoelace is just off the ground. Flick the stick upwards and then downwards very fast so that the stick follows down the line of the ascending rope. It may take a while but keep trying, you will be able to do it with practice.

Using the whip in the field

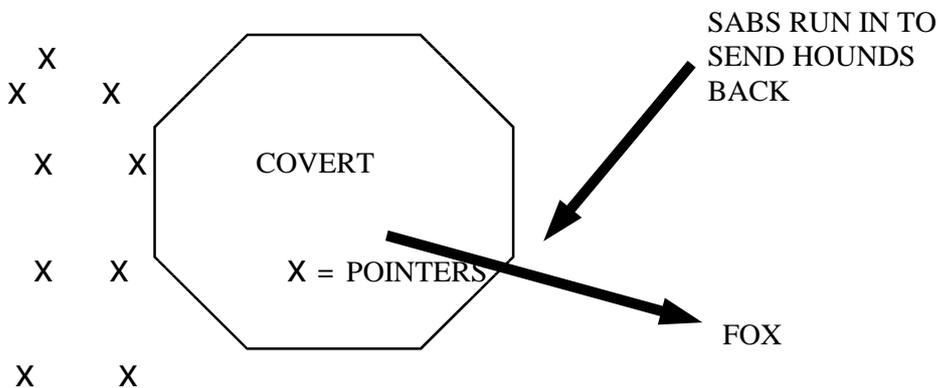
The most obvious place to make use of the whip is when hounds are in cry. Stand on the line where the quarry has just gone. A few sabs should then start to crack their whips when the hounds come near. They must also 'rate' them (tell them off) so that they think they are doing the wrong thing. A horn blower should stand at right angles to the line of the quarry. The horn blower should have hollaoed first, then started to blow fast notes to encourage the hounds to come to them. In theory the hounds will come to the horn blower, the sabs with the whips should then move away from the line of the quarry so the huntsman doesn't know where the quarry has gone. (see next page)



A good time to use the whip is when the quarry has changed direction and the sabs run to where the quarry has gone to stop the hounds following the line. The horn blower should be encouraging the hounds to hunt on:



The whip can also be employed when a quarry comes out of a covert. Sabs run in towards the covert and rate the hounds back with voice and horn calls:



ELUSIVE HUNTS

Some hunts do not advertise and others go to great lengths to give sabs the slip (often giving much needed support the slip into the bargain). They may stop advertising their meets (this will lose them money) or even change their meet at the last moment (this will lose them supporters). In such cases the following tactics may be used :-

1. Kennel watching - vigilant watching at a good vantage point to the kennels can prove to be invaluable. Get the address from Baileys Hunting Directory. The hunt will soon get wise to this trick and thus you may have to switch your attentions to the house/vehicle of a regular supporter or hunt official. If this is not possible road watching is always an alternative - try staking out main roads in the hunts country and follow any known horse boxes or hunt vehicles (for this reason an up-to-date vehicle list of the hunt in question is essential and should be carried at all times).
2. If they were due to meet at a pub but are not there, ring up and ask the pub for the alternative meet. Alternatively ring the kennels or hunt secretary, but have a good story ready. Phone numbers can be obtained from Baileys or phone directories.
3. If a number a sabs are searching for the hunt then good communications are essential. If all vehicles have C.B.s then they can split off in order to cover different areas, if not try to work out a rendezvous point on a road circuit, or decide to ring the contact number at agreed times to pass on any information. Maps, and the ability to read them are essential when relying locations over the C.B.s or phone. The contact should try and have the relevant maps if possible.
4. Contacts within the hunt can prove to be an invaluable source of information. Better still, and increasingly necessary, is the need to encourage non-active yet keen and knowledgeable antis to infiltrate their local hunts. Allow them time to establish themselves in the hunt to gain the hunts confidence before acting on any information they are liable to pass on.

NOTE - An infiltrator can often supply information on neighbouring hunts and on the darker side of hunt supporters activities i.e. badger baiting and the like.

HINTS (I) TRANSPORT

1. If driving make sure you have a full tank of petrol/diesel before you start.
2. A locking petrol cap, tyre pump and spare tyre are essential.
3. Check that the insurance, MOT, tax etc. are up to date as the police sometimes spot check sabs cars/vans at hunts. Never take vehicles out that aren't legal as you are bound to be stopped by the police.
4. Remove all 'give away' car stickers that identify the car as that of a sab.
5. Always leave someone to look after the vehicles. Unattended vehicles often invite interference from hunts supporters.
6. Always look at your maps to identify exactly where you are at any give time, and beware of dead end roads/lanes/tracks.
7. Try to avoid being blocked in by supporters cars. If blocked in, stay calm, and if you have a C.B.use it to alert others to your situation and/or instruct them to avoid the area.
8. Use a British Field Sports Society car sticker to your advantage if necessary.

HINTS(II) GENERAL

1. When in woods keep an eye out for traps and snares and act accordingly. Also when walking around the fields/coverts keep an eye out for blocked earth's, and unblock them, it might be the foxes only escape route.
2. NEVER bring hounds near major roads or railways.
3. Opening meets of Foxhounds (1st November) and Boxing Day meets attract large crowds, so these deserve special attention. Always try and arrange a banner demo and a sab. Invite the local media. Distribute leaflets to members of the general public.
4. Always take a count of sabs present so that none get left behind. Arrange rendezvous points and times

5. Always try to have a central telephone number - and ensure that everybody concerned knows exactly what the number is.
6. Try to have an alternative meet lined up just in case of cancellation or other factors.
7. Try to arrange a meeting just prior to the sab so that everybody knows what is going on. Also exchange info on any known hunt heavies or known coverts with fox earth's in or likely hunting areas etc. Study the map in relation to the above and also to the rendezvous points. It is also important to know what other local sab groups are doing as to avoid confusion.
8. To press a point make sure you are well equipped with adequate clothing, Antimate', whips, horns and maps.
9. The hunt may be out all day so be prepared to do the same. Try to have some packed food handy and a drink if you feel the need.
10. A strong local group may decide to concentrate on one hunt so that all the pressure is on them and this may stop antagonism from heavies and the hunt staff alike initially. The benefits include increased knowledge of the territory and hunting routes, plus the hunt personnel become more identifiable.
11. It is often worthwhile to have a debriefing session after a sab so that all the members get a chance to analyse the days events, to criticise and to give options which might prove useful in the future. Such meetings also help to build a working relationship in a group whose make up might be very diverse.

LEGAL

Public Order Act 1986 - The 1986 Act extends police controls over public processions and marches and creates for the first time controls over public assemblies. It abolishes a number of common law offences, including riot, violent disorder and affray and replaces them with a wide range of statutory public order offences. Included as 'sections' of the Act are :- Section 1 Riot; Sec 2 Violent Disorder; Sec 3 Affray; Sec 4 Threatening Behaviour and Sec 5 Disorderly Conduct (often referred to as 'Breach of the Peace').

Criminal Justice and Public Order Act 1994 - This act, unlike the 1986 P.O.A., was targeted specifically at hunt sabs and as such effectively criminalised all sab activity. The two main sections which are relevant here are as follows:-

- 1) Section 68 - this limits the right to protest by creating a new offence of aggravated trespass. This criminalises trespass where a person does anything which is intended to **disrupt, obstruct or intimidate people so as to deter them from engaging in that activity**. The offence carries a maximum penalty of three months in prison or a fine up to £2,500. It is important to note that this offence specifically includes public rights of way such as footpaths.
- 2) Section 69 - this creates a new criminal offence of disobeying the orders of a police officer who has directed a person to leave land if he/she **'reasonably believes that a person is committing, has committed or intendeds to commit the offence of aggravated trespass**. (Note - The civil rights group Liberty state that both Sections 68 and 69 are 'badly drafted and unclear, making it difficult for the citizens to be confident of staying within the law').

Right to Silence - Previously, when questioned by police a suspect could invoke their right to silence, thus either actually remaining silent when being questioned or simply replying with 'No comment' responses to questions. In April 1995 this right was abolished in that if a person decides on this course of action when questioned certain assumptions could be made from it.

Section 38 of the CJA 1994 states that a person cannot be committed for trial, have a case to answer or be convicted **solely** on the grounds of failure to answer questions, but the court may 'draw adverse inferences' from :-

- ◆ failure to mention facts when questioned (see Sec 34 of CJA)
- ◆ failure to give evidence at trial (Sec 35)
- ◆ failure to account for objects, substances or marks present at the time of arrest (Sec 36)
- ◆ failure to account for presence at a particular place or time (Sec 37)

PERSONAL SEARCHES IN THE STREET UNDER THE CRIMINAL JUSTICE ACT

When can a police officer stop and search you ?

When they have reasonable grounds for suspecting that you are carrying on your person or in a vehicle one of the following:

1. A knife
2. Any offensive weapons or explosives
3. Stolen goods
4. Any articles made or adapted for use in burglary, theft, taking of a vehicle or any property obtained by deception.
5. Drugs

An offensive weapon is any article made or adapted for use for causing injury to persons; or any article which is intended for such use by you or some other person.

The police officer does not have to be certain that you are carrying one or more of these things, but there must be some concrete basis for the police officer's suspicion which relates to you. The mere fact that you are dressed in a particular way or are a member of the HSA is not in itself sufficient grounds for suspicion.

If the officer does find any of the items above on you or in your vehicle they may seize it.

What information should you be given about any search ?

Before the search the police officer must tell you:

1. The reasons why you are to be searched
2. Their name and station.
3. If not in uniform, the officer must prove their identity as a police officer.(e.g., warrant card)
4. That you are entitled to a copy of the search record within twelve months, if you ask for one at the police station.

Can a police officer stop and search you anywhere ?

An officer can search you in any public place or any place to which the public has access (e.g. football ground)

How thoroughly can the police search you in a stop and search ?

An officer may not ask you to remove any of your clothes in public except for an outer coat, jacket or gloves, even if the street is empty. If the officer wants to search you more thoroughly you may be detained for a few minutes in order to carry out the search, but no longer than is reasonable. The police can't detain you in order to find grounds to justify the search.

A more thorough search, e.g. the removal of a t-shirt may only take place out of public view and by an officer of the same sex as yourself, it may also not take place in the presence of any other person who is of the opposite sex.

Can the police use force in order to search you ?

The officer can use reasonable force to detain and search you if necessary. The police are only allowed to use force if you have been given a chance to co-operate but have refused. If excessive force is used you may be able to claim for compensation for assault later.

Are you entitled to a record of what happens ?

Whenever a search has been carried out the officer must make a note of what happened, on the spot if possible, later if not. The search record must include:

1. Your name, or if you withheld it, a description of you.
2. Where a vehicle is searched, a description of it.
3. The object of the search.
4. The grounds for making it.
5. The date and time it was made.
6. Its result
7. A note of any injury or damage to property resulting from it.
8. The identity of the officer making it.

You are entitled to see a copy of any search record relating to your search within a twelve month period.

Searching your vehicle

An officer may search anything in or on your vehicle as well as the vehicle itself once they have decided that they have reasonable grounds mentioned above.

If your vehicle is left unattended when a search takes place the officer must leave a note on the vehicle telling you:

1. What has happened
2. Which police station the officer is from.
3. That you may claim for compensation for any damage done during the search.
4. That you are entitled to a copy of the search record within twelve months, if you ask for one at the police station.

Power to search once arrested

A custody officer may seize and retain any item. Clothes and personal effects may only be seized if the custody officer has reasonable grounds for believing that they may be evidence relating to an offence. Where anything is seized, the officer must tell you the reason for the seizure unless you are violent; likely to become violent or incapable of understanding what is said to you. Always get receipts for any property seized.

Can the police retain property which they have seized ?

Anything seized for the purpose of a criminal investigation may be retained for use as evidence of an offence at a trial; for forensic examination or for investigation in connection with an offence. Anything may be retained in order to establish its lawful owner, where an officer has reasonable grounds for believing that it has been obtained in consequence of the commission of an offence.

Seizure of property before arrest

The general rule is the police can't seize your property unless you are under arrest and it is evidence of an offence. However, a police officer has a duty to prevent a breach of the peace. Where they have grounds for believing that a breach of the peace is occurring or is imminent they may do whatever is reasonable to prevent it. This would include seizing any property which they believe will be used to cause a breach of the peace. Once the threat of a breach of the peace is over they must return any item unless you are arrested or reported for summons and the item seized is evidence of an offence.

ACTIONS AGAINST THE POLICE

Our close working relationship with the police, often means that you may be involved in incidents or arrests which you feel aggrieved about. The key thing here to remember is that nothing is ever likely to change unless you attempt to do something about it. You can go out sabbing week after week and constantly be confronted by police tactics that you feel to be unwarranted, unnecessary and down right out of order - but unless you get your arse into gear and take action on these issues then really you've only got yourself to blame.

So, here is a basic guide to taking action and all the details you need to do so.

Complaints against the Police

If you feel that a police officer has behaved wrongly or badly, then you are the one who must make the complaint. First, decide what you think the officer did wrong. For example, was s/he rude to you? Did s/he use unnecessary/excessive force on you or your property? If so, you have every right to complain.

What to do:-

1. Write a full account of what happened and send it to the Chief Constable of the force to which the officer concerned belongs; or if the officer is a senior officer above the rank of Chief Superintendent, to the officer's local police authority.
 2. You can go to any police station and tell them you have a complaint to make. An Officer there will take down the details from you.
 3. Your local Citizens Advice Bureau can give advice on whether you appear to have a valid complaint and how to go about making it. Or you can go to a solicitor if you wish.
- What your complaint should include:- What exactly happened? - What was done? - What was said?
4. When did it happen? - Where did it happen? - Was it seen by someone other than yourself and the officer? - Do you know how they can be contacted? - Do you have proof of any damage?

Suing the Police

Most people want to sue the police because they have been wrongly arrested, assaulted by the police or prosecuted for something they didn't do. Here are some things you should know about these types of action:-

Wrongful arrest - Unlawful arrest and detention is called false imprisonment. The police must justify any arrest and detention, so if you think they have acted outside their powers it is worthwhile getting further advice. False imprisonment can happen on the street, in your home, in a police vehicle and of course at the police station - in fact any place where the police control your freedom.

Assault - This is much wider than many people think. You are assaulted as soon as someone touches you without lawful reason to do so, and when they put you in fear of violence. Of course, it includes being punched and kicked and being subjected to illegal body searches. If you are assaulted by the police it is important to see a doctor straight away and for your injuries to be noted. You should also take photos of any injuries, if possible.

Prosecuted for something you didn't do - This is called malicious prosecution. You have to prove that the police had no reasonable cause to prosecute you and that they had a 'wrongful motive' in doing so. You also usually have to win your case, which means either (a) any charges were dropped before the case went to court, or (b) you were acquitted in court.

Other complaints - You can also sue the police for negligence, trespass to land and goods, and a few other civil wrongs.

Suing the police takes place in the normal civil courts such as the County Courts or High Courts. You are suing the police for compensations for the wrongs done to you. It may, though, take two or three years for the matter to get to court...but the possibility of a cheque at the end of it is always a good incentive to pursue the case to its conclusion.

What to do - As soon as possible after the incident write a full statement of what happened. It is essential not to put this off as important details are easily forgotten. Include, if possible, the names and numbers of any police officers involved. Send this, with a covering letter giving a brief outline of the situation and a note saying that you are wanting to begin a civil action, to a solicitor. Also include your custody record (if applicable) - write to the relevant police station and request a copy.

If the solicitor agrees that you may have a case and that s/he can take you on, you will receive a set of legal aid application forms. It is important to fill these in and to return them as soon as possible so that work on your case can begin (presuming you are granted legal aid in one form or another). It is advised that all individuals taking action in relation to the same incident should use the same solicitor and keep in touch on progress in the case.

Essential info:- Recommended solicitor - Nicola Meese or John Davies, Irwin Mitchell Solicitors, St Peter's House, Hartshead, Sheffield, S1 2EL. Telephone (01742) 767777 and 739011.

Section 68 - Aggravated Trespass

A person commits the offence of aggravated trespass if he/she trespasses on land in the open air and, in relation to any lawful activity which persons are engaging in or are about to engage in on that or adjoining land in the open air, does there anything which is intended by them to have the effect :

- a) of intimidating those persons or any of them so as to deter them or any of them from engaging in that activity;
- b) of obstructing that activity; or
- c) of disrupting that activity

Section 69 - Powers to Remove a Person Committing Aggravated Trespass

A senior police officer present where people are suspected of participating, about to participate or having participated in an aggravated trespass may direct those people to leave the land. This power also applies where two or more people are trespassing on land with the common purpose of intimidating others so as to deter them from engaging in lawful activity or obstructing or disrupting lawful activity.

Where such a direction has been given and a person knowing that this direction has been given and applies to them either :

- a) fails to leave the land as soon as practicable; or
- b) having left re-enters the land as a trespasser within three months of the day the direction was given, they commit an offence.

For more up to date information on the C.J.A. and pending court cases, keep in touch with your local group.

Despite this, past history has shown it to be in your own interest to remain silent or give “No Comment” as an answer to ALL questions put to you in an interview after your arrest. The police are only looking for information to convict YOU. Don’t make their job easy for them.

HUNT REPORTS AND FIXTURE LISTS

(Fixture list = place, date and time of hunt meet)

These can prove useful in many ways. Firstly comparisons of several years worth of fixture lists for one hunt may show up a consistent pattern for some meets which enables sabs to plan for these meets with a fair degree of certainty, and of course if the hunt stops advertising you can still predict where they will be on special occasions. Fixture lists may also, if plotted on a large map of the hunt country show up areas where the hunt tends to concentrate its activities - again useful if the hunt should stop advertising. Lawn meets are the addresses of hunt supporters.

Hunt reports, (often found in Horse and Hound), record the names of hosts of the meets. They also describe (with much exaggeration) the routes taken by the hunt during the course of the days hunting. Reports of such routes are often applicable for that meet next year and thus can provide a guide-line to what the hunt is likely to do, greatly assisting pre-meet work. (However do not rely on them entirely).

INFORMATION GATHERING

1. NAMES, ADDRESSES AND PHOTOGRAPHS OF HUNT SUPPORTERS.

These are useful for two reasons. Firstly when hunts are not advertising (especially during cubbing), sabs can wait outside the homes of regular hunt supporters (terrier men, Masters and hunt officials are the most useful), and hopefully follow them to the meet.

Secondly, knowing hunt supporters by name and face is obviously useful if the need arises to report violence to the police, and knowing their names and addresses increases the chance of you taking effective action against them. Open files on any prominent hunter. Include in them any comments made by them to the press and any misdemeanour they resort to.

2. VEHICLE LISTS

These are useful when spotting hunt vehicles on main roads in the hunt country when meets are not advertised or when you have lost the hunt. A vehicle which is regularly out with the hunt probably contains a driver who knows where the hunt is likely to be. Try to identify vehicles belonging to hunt heavies and terrier men and also those belonging to hunt officials.

3. LOCAL NEWSPAPERS

These often carry stories of hunt events, supporters photographs and events. Building up a dossier on a hunt allows instant recall of these events, and can prove useful when the media calls you for a comment on a recent event.

4. HIT REPORTS

These should be completed as soon as possible after a sab. They should include information gathered during the sab. Where the hunt went, what it did, what went wrong, who was there and a list of vehicles at the meet. Try to attach a map to the back showing the route the hunt took.

5. MOST IMPORTANT

Copies of all material and photographs (no matter how seemingly insignificant) should be sent to the local group via the P.O. Box or handed to somebody in the group you know. This will then be included in the relevant hunt files for future reference should a new group need it. Information is most useful when shared amongst other sabs.

HARE HUNTING

There are three types of pack that hunt the hare by scent. In England and Wales the brown hare is hunted. The blue, or mountain hare occurs in hill country and a variety of this hare is hunted in Ireland.

HARRIERS

No. of packs in England, Scotland and Wales : 25
Ireland : 27

Season : End of August - March

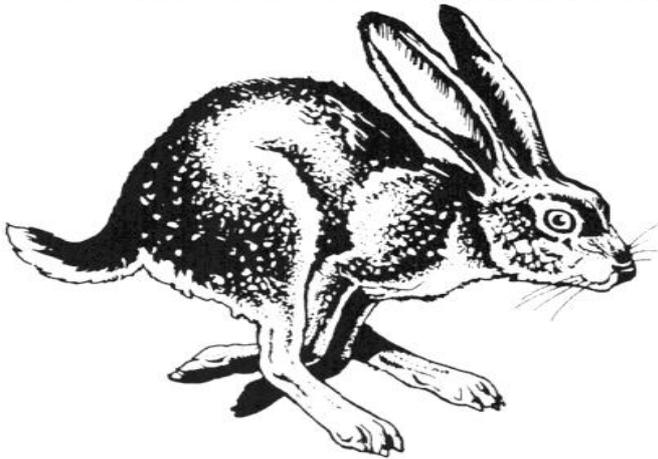
Usual Start : 11.30 a.m.

Hunting takes place from horseback and the structure is basically the same as a fox hunt, (some packs of harriers also hunt foxes) and is carried out at a faster pace than beagling.

Hounds : Harriers take their name from the type of hound used, a harrier hound will stand between 18-22 inches at the shoulder.

BEAGLES

No. of packs in England, Scotland and Wales : 90
Ireland : 23



Season : September - March

Usual Start : Between 11.30 a.m - 2.00 p.m.

The hunt takes place on foot.

Hounds : They are smaller than foxhounds and harriers, standing under 16 inches. They tend to have friendly and endearing faces but are very independent.

BASSETS

No. of packs in England, Scotland and Wales : 8
Ireland : 0

Season : October - March

Usual Start : Anywhere between 11.30 a.m.- 2.00 p.m.

The hunt takes place on foot

Hounds - Bassets, despite their ungainly appearance are quite quick over the ground and do catch hares. Officials and Servants - The Master (or Joint- Master), Huntsman and Whipper-In fulfill the same roles

as in fox hunting. The uniform is similar although green jackets are favoured the most by hunt staff, however, blue, black, fawn or red may be worn. Riding hats or peaked caps and jodhpurs are standard attire, but on beagle and basset hunts, training shoes and hockey boots take the place of riding boots.

Hares do not 'go to ground' as such, but if they take shelter in the roots of a tree, drain or other such places of cover, they may be flushed out, given 'law' (head start) and re-hunted. However, The Association of Masters of Harriers and Beagles states that if a hare 'goes to ground it must be left or 'if it is considered advisable to kill it, it must be retrieved and destroyed immediately before given to the hounds'.

No fence menders or earth stoppers are needed, although they may be employed by a harrier hunt.

The Hunt - The 'meet' takes place at a pub, village green or other suitable and easily accessible place. Hare hunting does not provoke the same glamorous aura as fox hunting, and beagling is often referred to as 'the poor mans fox hunting'. Supporters usually follow on foot, as the view from a car will only be sporadic. The hunt may travel for miles over vast areas of open land, crossed only by tracks, ploughed land, grass, root crops (such as kale and sprouts) and woods.

The huntsman will perform in much the same way as in a fox hunt, (casting is wide with harriers), and the hounds prefer silence during this period. The hounds may follow a 'drag' (scent left by hares) before the hare is spotted, they might sight the hare (although it must be quite close as hounds hunt by smell), or they may be 'halloa'ed' onto the hare. Because the huntsman works close to the hounds, false halloas from sabs may be ignored and usually only serve to act as a means of raising hounds heads.

The brown coat of the hare enables it to blend with the ground, and a hare may lie in a 'form' or 'couch' (a shallow scrape in the ground) until a hound is practically on top of it. The hare uses the scrape almost as a starting block by pushing its hind legs against the back and shooting out. Hares are reluctant to venture onto fresh ground or ground they do not know, so this may account for some hares travelling in a wide circle.

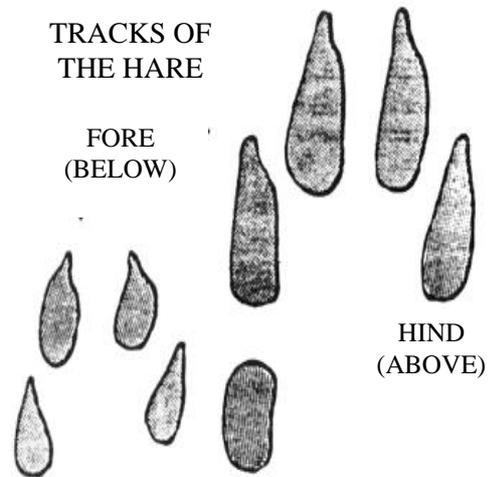
When hounds are on the scent of a hare, the huntsman will encourage them with voice and horn. A hare will react to being chased in much the same way as a fox, using flocks of sheep, herds of cows, manure etc. to spoil the scent. Other means of avoiding being caught are - jinking (a sharp right-angled leap to the side) which may be followed by 'clapping' (a quick flattening of the body to the ground), doubling back on its tracks and then jinking. It may also be aided by the intervention of a fox or deer, which is very tempting for the hounds. When the pack loses the scent, the huntsman will cast the hounds again, and both whippers-in and foot followers will be looking for the hare to break. To indicate the hunted hare, they will usually remain silent, but raise their hat or arm and point in the direction taken by the hare using the other arm. If the hounds can't find the scent, the huntsman may take them over to the signaller.

An average hare weighs 8lbs and is therefore faster than a beagle, harrier or a basset, but the superior stamina of the hounds will, eventually, outstrip the hare. Despite this, runs of five miles and over may be experienced, the hunting of one hare may be as short as twenty minutes or as long as two and a half hours and over. Because of the speed of the pack, they may lose the huntsman and followers and disappear from view and may not be found for an hour or more. They may kill a hare or another animal out of sight - the corpse never being found. It is also known for hounds to 'chop' the hare (killing the hare straight away without even a chase).

HARE HUNTING AND AN INTRODUCTION TO HUNT SABOTAGE

Hunting is a matter of death and sabbing a matter of life for the hunted animal, it is not in any sense a game. The hounds work as a team against the hare, the huntsman and whippers-in act as the managers, guides and coaches that produce a first class hound team. The fact that one hare is assailed by so many other elements means that nature's laws are broken, and it is the sabs who must offer assistance to the hare. No longer then is it just animals hunting animals (arguably natural), but hounds and huntsman verses hare and saboteurs.

The important thing is to sab to the best of your ability without malice to the opposition. However, to do this well you must know the basic rules of hunt sabotage so that you can apply them in the field and try to get the advantage of your opponent, the huntsman. Remember that an animal's life is at stake. Once you have mastered the principles of sabotaging the hound work of beagle packs, you will be able to cope better with fox hunting. Therefore we must turn to beagling and the beagling field as the classroom. The teachers must be the people who we oppose, because like it or not, they are the experts. However, by using their knowledge and experience against them, we can bring them down. It is worth studying the general rules which govern hunting, and the specific rules governing hare hunting and fox hunting respectively.



SCENTING RULES - GENERAL

Good scenting conditions Bad scenting conditions

When the ground is wet When the ground is dry
 When the air is colder than the ground When the weather is stormy/unsettled
 When snow or frost is forthcoming When the air is warmer than the ground
 When the smoke from a garden fire or a chimney stays low and does not rise When the frost is coming out of the ground
 When there is a strong wind
 When the hunted animal is running upwind When there is heavy rain
 In fog When you can smell the scent (you're taller than the hounds)
 Roads, concrete and dry ground will not hold scent for long

SCENTING RULES - HARE

1. Hare scent comes from between the toes.
2. Roads and other animals, including other hares and humans can confuse scent.
3. As the hare tires the scent weakens (beagles can sense this, and the old hounds will push up to the front of the pack for the kill).
4. Pregnant hares carry little scent.

HUNTMANS RULES - GENERAL

The huntsman will always cast the hounds forward of the last contact with the line of the hunted animal. If there is no result, the hounds are presumed to have overrun the line, and the quarry is then still thought to be behind.

HUNTSMANS RULES - HARE HUNTING

Huntsman control hounds by voice and hunting horn, for instance if the huntsman calls "On-On-On", he is encouraging the hounds to follow the line or encouraging the pack to follow the hounds which are giving voice. The hunting horn equivalent to On-On-On is three short notes (a tape of horn calls is available from your local group). A long winding call is to collect the hounds. Supporters will hold an arm aloft when a hare is sighted and point the direction, sometimes using a hat or handkerchief.

QUARRY RULES - HARES

1. Hares when young are vulnerable, therefore the mother spreads them out in different areas, and

1. Hares when young are vulnerable, therefore the mother spreads them out in different areas, and when going to feed them sets off in different directions, checking and double checking before going to her young.
2. Hares are creatures of habit and will run the same lines if possible.
3. A fresh hare found in hilly country will usually start off in front of the hounds by running uphill.
4. Hares are fond of sitting on unploughed arable land.
5. Hares try to lie up with their rumps towards the wind, in order to scent the enemy from behind and to see from the side and the front.
6. Hares tend to run downwind when hunted.
7. A well hunted, tired hare tends to twist and turn.
8. Hares can leap considerable distances and they can also swim.
9. Hares are reluctant to venture onto fresh or unfamiliar ground and will often travel in a wide circle when they are hunted.
10. There tends to be two main categories of hunted hare:- a) Hares that run at the first smell of trouble. This hare will take off to another favourite cover and will wait to see what happens next. If it hears the hounds on its line, then it will be off again. b) Hares that wait underfoot. This hare will run to another place of concealment at great speed, on reaching it will sit tight hoping to be missed. With this type of hare when the hounds check, the hare may well be close at hand.

HOUND RULES - BEAGLES

1. Beagles vary in size from 14 to 16 inches at the shoulder. Packs are normally uniform in size.
2. The smaller the beagle the slower, but it is better for scenting.
3. The larger the beagle the faster, but can be more easily distracted from or overrun the line.
4. Beagles are purpose bred for the area. Small fields with many obstacles such as roads, hedges, plough etc., tend to favour the small beagle, because the hare will check many times to negotiate obstacles. Large open spaces, such as uplands with pasture holding easily recognised scent, favours the larger and faster beagle.
5. Small beagles tend to stay on the hunted line and not deviate to a fresh hare. Large beagles tend to change hares many times before finally running one down.
6. Towards the end of the hunt, the old hounds will come to the front of the pack.
7. Bassets hunt the same way as small beagles.

HARE HUNTING - TACTICS

Try to arrive at the hunt early to familiarise yourself with the land around the meet, with special reference to roads and footpaths. Check the wind direction and try to ascertain the scenting conditions - the pace of the hunt will be relevant to the scenting conditions. Try to understand the type of beagle pack you are dealing with. Watch which direction the hunt moves off in.

There are two parts to a hunt, Part 1 concerns the finding of the quarry, Part 2 concerns the tracking and the killing of the quarry.

PART 1 - THE SEARCH

The huntsman casts the hounds usually with the wind at his back. He will often cast in a zig-zag fashion. The object here is to put up a hare or find a line. Positioning of the sabs is obviously very important. A downwind position generally will allow you to be able to intercept effectively (see next page). However, **YOU MUST TAKE CARE NOT TO TURN THE HARE BACK INTO THE HOUNDS.**

If you are too close to the hounds and huntsman, then it is important to distract the hounds from their search by breaking the packs concentration. This can be done by talking to the hounds from a position just behind them. If close enough also try to distract the huntsman from his task by talking to him.

On no account, enlarge the pack by directly getting in front of, or along side the pack whilst they are drawing, or you will act as another hound. If you are on a road (always be aware of any

vehicles in the area and slow down any passing vehicles) or footpath adjacent to the hounds, distract them by using noises such as whistling, shouting or horn blowing, (only if there are no hares between you and the hounds) Sooner or later a hare will be put up, but remember not to panic, there is often more time for action than is initially apparent.

PART 2 - THE CHASE

Keeping the various rules in mind, interception is the most important factor once the chase begins. Once the hunted hare has passed, spray the line it has just run with scent duller. Remember to take into account the wind's effect on the scent and if possible spray out of sight of the huntsman (as you will be telling him a hare has just passed by). However, you can use a spray as a decoy in areas where you know there are no hares, this will probably fool the huntsman into thinking a hare has just passed by, and bring the pack over towards you to try and find the line of this false hare, but remember to keep up the pretence or the huntsman will know you were lying. If you see a hare run across the road, far better than any spray is the exhaust fumes from a vehicle. Driving over the point (revving your engine to produce more exhaust fumes) at which the hare crossed a few times will obliterate any scent.

Try to stop the hounds by 'rating' them (i.e. shouting at them and calling "Leave It", "Leave It". **THEN ENCOURAGE THEM TO GO OFF IN A DIFFERENT DIRECTION AWAY FROM THE LINE OF THE HARE.** If you can encourage them onto a false line or divert them, continue to encourage them to run on by the use of hunting calls by the horn or voice (use "On-On-On") and always try to run with the pack.

Every attempt should be made to split the pack and keep them away from the hunt staff. A sharp clapping of the hands will imitate the whip and can be useful in pulling hounds up if this is required. Any individual hounds should be encouraged to hunt on in order to split the pack further.

If the huntsman succeeds in collecting the pack, he will then cast forward at the point where he last saw the hare. You should now resort back to Part 1, and it now becomes of greater importance to keep the heads of the hounds up by creating as much noise as possible. Try also to call the hounds away using the hunting horn. If the hunt succeeds in a kill, don't give up. The hunt will carry on if there is time available to do so. Do your best to prevent them killing again.

Remember try to concentrate on the hunt and attempt to be aware of what is going on at all times. Then take the appropriate action efficiently.

If you do lose the hunt remember that beagle and basset hunts often hunt in circles, so they are likely to return close to where you last saw them.

As harrier hunting is conducted mounted, it is best to refer to fox hunting tactics when sabbing this type of hunt.

FOX HUNTING

No. of packs in England, Scotland and Wales : 190 and 100 + unregistered packs
Ireland : 34

Official season :

Cub hunting : 4 August to 31 October
Fox hunting : 1 November to 1 May

Usual start :

Cub hunting : 4.00 a.m. in late July to 10.30 a.m. in October
Fox hunting : 11.00 a.m.

Structure of the hunt, descriptions of the persons involved and related activities

Fox hunting is the most complex of all the bloodsports. To explain how the hunting of the fox is conducted, it is necessary to describe the role of the persons involved in the days 'sport'. Much of this description also applies to other forms of hunting.

The Hounds - The foxhound was originally bred to hunt deer and hares and despite years of intensive breeding they will still 'riot' after these quarrys. The foxhound stands normally between 22 - 25 inches at the shoulder.

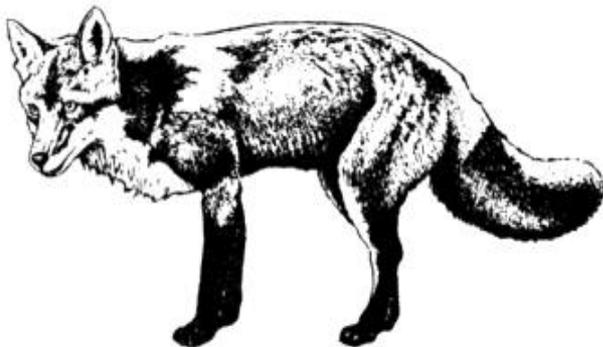
The hounds are not bred for speed but for their stamina and scenting ability, so although the fox runs much faster than the hounds, the hounds superior stamina will eventually enable it to kill its quarry. A much faster hound could be bred by crossing it with a racing type dog, but this would not be considered 'sporting' and, after all, those who ride behind would not be to pleased if every fox was killed after only a minutes gallop!

A pack of hounds may number up to 40 (in hunting terms - 20 couple), and are made up of either all dog, all bitches, or sometimes a mixed pack. Different hounds in a pack may have different scenting abilities - some better on grass, others on the the road etc. More hounds are kept in the kennels so the huntsman is able to choose which hounds will make up the pack on any given day. It also enables sick or injured hounds to be rested without lowering the number of the hunting pack.

Usually no feed is given to the hounds the day before the hunt in order to heighten their sensibilities. Most hounds only have a hunting life of six or seven years, they are then killed off, donated/sold to a mink hunt or maybe used to breed from. It has been known for slaughtered hounds to have been fed to their kennel mates.

The Master - They are the people who have to dig in their pockets at the end of the year and pay any outstanding hunt debts! Hunting is so costly that some hunts have joint masterships, where up to four people may share the title and overheads. The Master may belong to the Master of Foxhounds Association, (MFHA) but this is by no means statutory. If they are a member of MFHA they are bound by the rules of the Association and can be disciplined by them. The Master is responsible for

controlling the kennels, the season's programme and for showing good sport and is directly answerable to :



The Hunt Committee - who are elected by the subscribers. The committee, in their turn, appoint the Master (all friends together). They are responsible for the 'hunt country' and overall policy. They are also responsible for raising money to run the hunt, which includes the wages for hunt servants, food for the hounds,

maintenance of the hunt premises and equipment, earth-stopping, damage to non-hunt property, repair to hunt jumps etc. The money raised comes from subs, caps, Hunt Supporters clubs, point-to-point races, sales and hunt races etc.

The Huntsman - They hunt the hounds and are responsible for the welfare and the cleanliness of the kennels. They are usually professional, (paid wages), but sometimes the Master will hunt the hounds, in which case the professional in charge is known as the Kennel Huntsman who will usually act as first whipper-in.

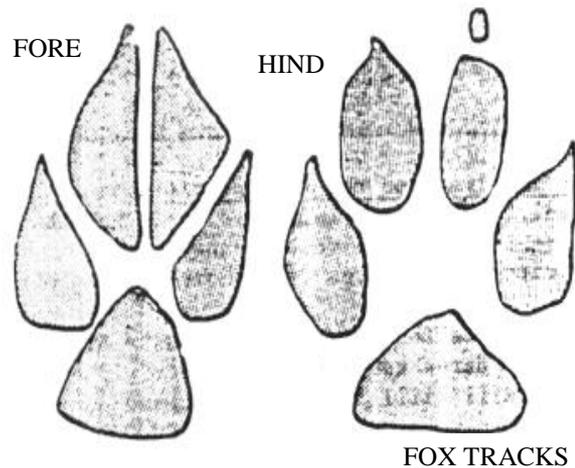
The Huntsman is assisted by :

The Whipper-in - Who is their right-hand man. Some hunts have more than one, they may be a professional or an amateur (not paid wages). Their job is to aid the huntsman, while hunting hounds, by keeping the pack together, collecting stray and straggling hounds, helping to sight the fox and keeping followers away from the hounds.

Terrier Men - This unsavoury character will 'dig out', shoot or 'bolt' the fox when it has gone to ground using terriers. Terrier men are recognisable by their flat caps, Landrovers and leers! Many of them double as pest controllers, and have connections with badger digging.

Earth Stoppers : These people go out either late at night or early in the morning and block all the earths while the fox is above ground going about his business. They may do the blocking with earth, sticks and branches, plastic bags filled with stones, rabbit nets, wire mesh or oil drums. They are also known to block badger setts in the hunting area. They may be paid by the hunt, or just do it for the love of it.

Fence-menders : This is the Landrover-roaming band of men employed by some hunts to make good all fences etc., ruined by the mounted followers.



The mounted 'Field' - These are the hunt followers who pay their subs or 'cap' (money paid on the day), which varies from hunt to hunt, in order to have a good ride across the countryside. They rarely see a kill or the hounds working as they are kept in strict control, either by the Master or a person known as the Field Master, who may be the Joint Master or an elected member of the Committee. 90% of the field are there for the social side of hunting and are more interested in whether Rodney knows that Cynthia is having an affair with Guy, than whether the hounds have killed a fox! The majority seem to care little for the technicalities of hunting and are most likely to come out with cliched defences of hunting which they have learned parrot fashion. The field are kept well in the background while the hounds are 'drawing' the 'covert' and it is not until the hounds are well on the scent that they are permitted to follow on. If it is a slow day - scent wise - the huntsman may come in for a great deal of criticism for 'no hunting his hounds properly'(!).

The foot followers - As the name implies, these hardy folk will follow the hunt on foot. They may even form their own club. They come in all shapes, sizes and ages. The older ones are a mine of information about the hunt country and ways of the hunted fox. If you want to know where the hunt will be in half an hour they are the ones to ask.

The Car Supporters - He can generally be placed into three classes:-

'Mr Thermos Flask' - He is out for a picnic with a difference. He can be seen leaning on his car, a thermos lid in one hand, a pair of binoculars in the other. His wife usually can be seen passing sandwiches out of the window with a bored expression on her face, and a travelling rug over her knees. He prefers to travel in convoy, following 'holloas' rather than hounds. He thinks he knows all

about hunting but is usually looking in the wrong direction.

‘Mr Bored’ - He can be seen aimlessly driving about the lanes looking for the hunt, but not putting a lot of effort into it. He is mildly surprised when he finds them.

‘Mr Heavy’ - He likes to travel in a gang, usually in a Landrover/pick-up. He is very boisterous. He prefers to attach himself to the Terrier man (he may be the Terrier Man!). A common exponent of the ‘foxes kill chickens/cows/babies’ stories because he, of course, has actually seen them do this.

There are of course exceptions to these categories, as every hunt will have its own idiosyncratic followers.

Hunt Supporters club - Most hunts have their own club, membership of which is made up of car and foot followers of the hunt. They will organise fund-raising events (including terrier shows) in order to support the hunt. They will also help in erecting and supervising fences at the point - to - point. Many publish their own newsletters.

Fixture List - The fixture list is drawn up before the season starts and is distributed to all subscribers. The hunt follows a similar agenda each season, but much relies on the crop rotation and fox distribution. It’s possible to work out approximate dates and venues from old fixture lists (hence the importance of hit reports from past seasons).

Point-to-Point - A greater part of the hunt revenue comes from these events. The programme is organised and run by the hunt, in conjunction with the Jockey Club, and entries come from riders both inside and outside the hunt. It is a one-day event, usually in early summer. Most hunts have a permanent course which they may share with another to cut down costs. The event takes place over brush hurdles. Beagle packs have been known to organise human steeplechase courses for ebullient supporters.

Hunt Ball - These usually take place at the end of the season, and represents a general party at which all levels of support from the hunt are in attendance. They are good for doing demos outside the venue.

Pony Clubs - These are registered with the British Horse Society. Nearly every hunt country has its attendant pony club. Sometimes hunts will arrange a special meet for children belonging to these clubs, who are ripe for indoctrination. Check the meet cards for special children's meets. (Although not all pony clubs do have hunt connections).

Having described those involved either officially or as spectators we will describe the procedure on a foxhunt and also a cub hunt.

THE FOX HUNT

The ‘meet’ takes place at a pub, village green, crossroads or other suitable and easily accessible point, usually at 11.00 a.m. This is where the participants get together with the huntsman and hounds. Much is made of this public appearance and this is all the majority of the general public knows about fox hunting - the pleasant, sociable aspect. The meet may also take place at a subscriber’s home, in which case it is referred to as a ‘lawn meet’ The hunt may also meet in another hunts country ‘by invitation’. After the meet the hunt moves off to the first ‘covert’ to be ‘drawn’, which may be some distance from the meet, either across the fields or adjacent to the road. Huntsman and hounds lead, followed by the Master and the field. The hounds are then put into the covert (where the earths may be blocked) and encouraged by the huntsman, by using their voice and/or horn, to explore and sniff out the fox (usually drawing with the wind at their backs).

The cries used by the huntsman will differ from hunt to hunt but are generally based on utterances as ‘covert-hoick’, ‘farrard’, ‘leu-in’, etc. The sounds employed by the huntsman may have the dual purpose of getting foxes moving. If the earths have been blocked then the fox may be lying up under a handy bush. (Foxes only use earths in moments of danger or when raising young). The hounds may find a scent a few minutes old or one that has been left by a fox half an hour before. The whippers-in

(whips) will position themselves on the edge of the covert in order to signal to the huntsman when a fox is seen to leave, or the point the fox leaves the covert. The field will be drawn up on the side of the covert the hunt do not want the fox to run, e.g. towards the main roads etc. The members of the field and any foot follower will also keep a look out. When the fox is sighted the viewer may cry 'gone away' or give a 'holloa' and indicate the direction of the fox with an extended arm. A hat or hanky may also be held in the hand.

Once the hounds are on a scent and are away out of the covert, the huntsman signals to the Master, using the horn, and the field gallops on after. Some hounds 'speak' i.e. yelp in a manner peculiar to hounds, when they find the scent, some hounds hunt silently. If the pack loses the scent (checks), the huntsman will 'cast' them in a wide arc hoping to pick it up again. Often the scent of two foxes will cross and it is up to the huntsman to decide which is the hunted fox. Assuming they pick up the lost scent, the hounds will continue to hunt that fox until they either tire it or can overwhelm and kill it, 'run it to ground', lose the scent once and for all, or if the fox enters another hunt's country it will usually 'be given best' (left for another day). The hunt may cover up to ten miles chasing one fox - not necessarily in a straight line - this may take several hours.

It must be remembered that hunts like to kill their quarry above ground, as they generally believe that it is more sporting, but the quick, clean death of the fox, so joyfully spread by the hunting fraternity is, in the majority of cases a lie. They will say that a fox is always killed by hounds with a quick nip on the back of the neck thus severing the spinal cord. It may die finally this way, but it is likely that it will suffer multiple agonising injuries before the final 'nip' is given. Many foxes have been recovered with their innards torn out, but no sign of that fatal nip. When the fox is finally cornered by the hounds above ground the huntsman (if present) will encourage the hounds by voice thus, 'tear 'im and eat 'im' and similar noises. The horn will also be blown for the kill.

If the fox goes to ground and they decide to dig him out, the terrier men are called in and the following methods are used.

Making sure that all escape routes from the earth except one, are blocked, a terrier will be encouraged into the earth to locate the fox and keep him holed up. The terrier man listens for the confrontation. When the position of the two animals has been ascertained, the earth will be dug out and the terrier removed, they will then carry on digging until the fox is reached and its head and shoulders exposed. It will then be killed with either a blow to the head with a spade or crop, or more commonly, a humane killer is fired at point-blank range at the head. After removing trophies, i.e. mask (head), brush (tail), pads (feet), the remains will be thrown to the hounds.

Alternatively, the terrier will be entered in one hole and another hole is strung with a rabbit net, the purpose being to bolt the fox into the net and despatch it. Sometimes if the earth is a large one consisting of several runs and chambers, or the ground is too hard or full of roots, digging out is not always possible and the fox will be left.

Often terriers will get trapped and have to be rescued or they will get attacked by a badger resident in the earth. The digging out of a fox may take sometime and the hunt don't usually wait for the outcome. Sometimes the earth will be stopped with the fox inside and the terrier men will return later in the day to dig it out. If the fox goes to ground too quickly it is more likely that they will bolt it, again using the terriers, and continue the hunt after giving it 'law' (a fair chance to run before hounds are laid on). Bolting is common amongst the fell packs.

Hunting takes place in all weathers unless there is a risk of injury to the horses (such as hard or slippery ground) and the hunt will pack up as dusk falls.

CUB HUNTING

The object of cub hunting is :

- a) to train young foxhounds in pack work, to follow the older hounds, obey the horn and calls of the huntsman, to familiarise themselves with the scent of the fox so they don't riot after other animals and to give them the taste of fox blood.
- b) to disperse the fox cubs over a wider area (especially from coverts that can't be visited in the main season due to their position near roads, railways and other hazardous places) so there will be foxes in most coverts to provide better sport, to persuade cubs that safety lies not in going to ground but in

FELL PACKS

No. of packs in England : 6

Season : September - April

Usual Start : 9.00 - 9.30 a.m.

The fell packs operate a completely different system from that adopted by most lowland fox hunts. For a start their stated aim is to kill foxes: that does not mean that they are primarily interested in 'sport' as are their lowland brethren. Far from it, the sporting element is just as strong in the fells as anywhere else, but here hunters would soon outlive their welcome if, in this predominantly sheep rearing area, they did not place the killing of foxes at the top of their list of priorities.

It is because of their reputation as fox killers and the fact that all of the fell packs offer a lambing season 'emergency call-out service' in which they will attempt to kill any foxes which are alleged to be helping themselves to lambs, that these hunts are used to reinforce claims that hunting is necessary to control foxes.

In actual fact fell hunting has almost nothing in common with lowland hunting and the fell packs are not even members of the Masters of Fox Hounds Association (MFHA).

All fell hunts are followed on foot, the ruggedness of the terrain precluding the use of horses. Few followers attend the meet, the keen and experienced will already be stationed on the best vantage points. The hounds are taken to the draw by the huntsman, and they will work along the fellside and bracken beds until they either put up a fox, or as usually happens, they come across a fox's overnight trail and pick up its old drag (old scent). Once a fox is put up, usually accompanied by a considerable amount of shrill hollering from the followers, the hounds will press it hard.

Fell huntsmen are usually very proud of the fell hound, it is a vastly different animal from its 'soft' lowland cousins. The nature of the landscape demands a tough, powerful, resilient hound, and one which, because the huntsman will not be able to keep up with during the hunt, can hunt unaided. Fell hounds, therefore have to be very independent. For this reason, splitting the pack is not as effective as with the lowland packs e.g. the hounds are capable of hunting on their own.

Once on the scent, the fox will either be lost, caught or driven to seek refuge underground as is the case in lowland hunting. Once underground the fox will either be dug out or bolted, foxes are only given best if their chosen sanctuary is difficult to work. The entrances to such sites are normally watched by experienced supporters and any foxes heading for them are turned away. Fell fox hunting, like stag hunting allows for considerable spectator participation and followers will holla more freely than would be considered polite elsewhere.

The hunting season is spent doing the rounds of the hunt's country. Some hunts still maintain the tradition of taking most of the hounds away to one district after another, spending a week in each and hunting three to five days in each area. During the week the hounds are kennelled in a supporters barn and the hunt staff are welcomed into the house as honoured guests.

The fell fox hunting season lasts from September to April but for two months following the end of the season the hunts operate their call out service to sheep farmers. After that the hounds are farmed out (usually to families which are responsible for 'walking' them as puppies).

Fell hunts promote themselves as no nonsense fox killers which can find and kill a single fox accused of killing lambs. In the fells you will not find fox coverts planted and maintained for the benefit of fox nor artificial earths for them to breed in. Nor are foxes given best, as sometimes happens elsewhere, if a fox can be caught and killed it will be. Yet fell hunts score tallies rarely exceeding 100 a year.

Another aspect of fell hunting is 'bolting'. With lowland fox hunts bolting is a fairly common practice. Put simply it involves evicting a fox from any place of sanctuary to which it has fled whilst being hunted or in which it is found. A fox can be bolted from a tree, farm or any other place of safety, but most are bolted from fox earths or badger setts. In lowland packs the fox is usually given a head start, 'Law', as it is known to enable it to put up a good run in front of the hounds. It also serves to prolong the hunt and thus improve the sport.

Of course bolting often enables the fox to escape, something which would be unpopular with the hill farmers upon whose land the fell packs hunt. Thus these packs do not give law. In effect a fox bolted in the fells is bolted into almost certain death. The hounds have little trouble in quickly overrunning the fox and killing it. Any hunt which bolts a tired fox is effectively doing the same thing but in the fells the action is highly visible, the fox being bolted on the open hillside rather than in the seclusion of a wood.

Thus the fell packs are viewed as a potential threat to more orthodox fox hunts and could not be too closely associated with the MFHA. Should the fell packs ever be pulled up regarding the bolting issue the MFHA would immediately disassociate itself from the pack concerned.

SAB TACTICS

There is only one effective tactic to sab a fell pack, this has been used to great effect over many years. Study the area to be hunted, and with the help of local information and past hit reports try and ascertain which area is to be hunted that day. With a good map of the area, decide which will be the best vantage point to watch and sab the hunt from e.g. the highest fell or crag.

Before the huntsman and followers set off from the meet it is vitally important that the sabs who are going up the fells set off, allowing plenty of time to climb up them (always go at the pace of the slowest person), if possible always split into two groups, (leaving one group on the roadside) as the hunt might change the meet at the last minute and leave you stranded up the wrong fell.

When the hunt starts the huntsman will usually make his way up towards a good vantage point to watch and control his hounds from. Then when the huntsman casts his hounds in search of a fox this is the best time to sab them. Using your horn and voice calls start calling the pack over to where you are standing, as fell packs rarely get sabbed you will find they will come over towards you very easily. It will be very difficult for the huntsman and whippers-in to stop the pack coming to you, as they will probably be at a great distance away from the pack at this time. Once you have control of the pack (by using your whips) there are a couple of things you can do :- 1) Hunt the pack on, but be very careful as to where you are hunting the pack to. Beware of any hazard that might be near e.g. steep fells, dangerous rock formations etc. It will take a long time for the huntsman to get all the hounds back if you have used this tactic correctly.

2) You can try and attach leads to some or all of the hounds and take them on an extended walk!. However, always give the huntsman his hounds back at the end of the day, as they have been known to get quite upset if you don't.

WHEN ON THE FELLS

Always be aware of the weather as it can change at a moments notice, and wear clothing suitable for the conditions, always wear good strong walking boots as these will protect your feet/ankles if you slip on the rocks. Hunting horns and whips (for those hound leads) are essential. Take a good map of the area and a compass just in case you do get lost. Always keep in good communication with other sabs on the fell or on the road by using a C.B. radio, these are also very handy for listening into the hunt to hear what they are doing. A good pair of binoculars is also very useful, and a whistle can be of use in fog or bad weather conditions. Take some food and a drink up with you, as you might be up the fells all day, and it's a long walk back down to the van.

fleeing across country - thus providing good runs.
c) to reduce fox numbers.

Cub hunting takes place in the early morning when scent is at its best, before the heat has dried it up. But sometimes the more popular evening meets are held, taking place as the sun begins to lose its strength at the end of the day.

As with the fox hunt the huntsman, hounds and whippers-in are present, but the followers are normally reduced and are invited by the Master to attend. Hounds will go straight from the kennels to the covert and the field will usually wear ordinary hacking gear.

Late July, August and September

On arrival, followers will be positioned round the perimeter in order to keep the cubs (and hounds) in the wood, this is called 'holding-up'. If a cub is seen exiting it will be frightened back by the mounted followers slapping their saddles with their crops. The idea is to keep both cubs and hounds in the close confines of the wood so that the young hounds will learn to hunt in thick covert where they have to use their noses, and listen and follow the cries of the old hounds. It is not unusual for cubs to be dug out and given to the hounds, thus giving them a taste of fox blood.

October

Runs in the open will be encouraged so that young hounds can learn to hunt on the right line, to see the fox and know what it looks like, therefore earths may be blocked up. It is also time to disperse the cubs. The cubs will be between four and seven months old, having been born between the end of January and the beginning of May. By the time fox hunting starts, they will be almost fully grown and also by this time they will know that the sound of the horn is the signal to leave the covert and run.

HUNTING TERMS

CAP	A donation on the day of the meet towards the upkeep of the hounds, or maybe a special collection for broken fences or B.F.S.S./N.C.H. etc.
RIOT	To chase after other animals other than the hunted one.
HUNT COUNTRY	Each hunt has its own defined territory, regulated by the M.F.H.A. If the hunted fox crosses into another hunt's country, the hounds may be taken off the scent and the fox allowed to escape.
DRAWING	The act of encouraging the hounds through the wood to search for the quarry.
COVERT	Pronounced 'cover' generally used to describe a wood but also encompasses copse, thicket, hedge where a fox may lie for shelter. Kale fields are especially favoured.
HOLLOA	Pronounced 'holler', a loud high pitched screaming shout, often seen with a cap-holding arm, to point out the direction of the fox.
CHECK	To stop and sniff about for the scent.
RUN TO GROUND	To chase the fox into an earth which may be the enlarged home of a rabbit, or a badger sett, it can also be a man-made drain.
GONE TO GROUND	To take refuge in one of the above.
BREAK UP	To eat the fox.
DRAW A BLANK	Draw a covert without finding a fox
HUNTING PINK	'Pink' or red coats are worn by hunt officials and those persons who have received the coveted 'hunt button' from the Master. Women do not normally wear red coats but may sport a different colour collar.
B.F.S.S.	British Field Sports Society- the hunters equivalent of The League Against Cruel Sports.
N.C.H.	National Campaign for Hunting (as above).
POINT	The distance run by hounds on the scent of a fox before checking

GIVEN BEST

To let it go, possibly to be hunted another day.

General Observations When describing the death of a fox, the word 'kill' is not normally used. The usual terms are 'bowled or rolled over', 'accounted for', 'brought to book', 'punished', 'dealt with' and 'broken up'. The fox is usually termed 'Charles James' or 'Charlie' (after the statesman Charles James Fox); Todd/Mr Todd (in Wales and Scotland) and 'the Pilot'. According to the way it runs, it is referred to as a 'straight-necked' or 'crook-necked' fox (depending on whether it has run straight or turned). An adult fox usually weighs 14.5lbs although weights of up to 23lbs have been recorded. A fox can foil his scent by running through manure, flocks of sheep or herds of cows, rolling in mint, crossing the path of another fox, crossing a stream and other such methods of outpacing the pursuers. As in all hunts, the longer the chase, the better the hunt - the kill is less important. A red ribbon around a horse's tail indicates that the horse kicks. A rider wearing a green sash over the shoulder indicates an appointed gate shutter.

FOX HUNT TACTICS

Many Masters of Foxhounds have previously been associated with beagles. Likewise much of their thinking surrounding the sabotage of a foxhunt can be related to the sabotage of beagling. Of course the behaviour of the quarry is somewhat different, as is the pace and distance covered. Nevertheless it is useful to look at the similarities and differences in the four areas which have been defined as rules.

THE GENERAL SCENTING RULES AS FOUND IN THE BEAGLING SECTION STILL STAND

SCENTING RULES - FOX

1. Scent comes from various glands over the foxes body.
2. As the fox tires the scent weakens.
3. Fox scent is pungent and musty and is easily recognisable to humans.

THE GENERAL HUNTSMANS RULES AS FOUND IN THE BEAGLING SECTION STILL STAND

HUNTSMANS RULES - FOX HUNTING

1. To encourage the hounds to hunt in the covert, the huntsman will use his voice.
2. The huntsman will rely much more on the whippers-in to give him the sighting of the fox than in the case of beagling/hare hunting.
3. The huntsman will use horn calls in much the same way as in beagling. Both horns and a tape of horn calls can be obtained from your local group.
4. Supporters will holloa when a fox is sighted to assist the huntsman to find the line, (to indicate a fox crossing the road, the supporters will shout 'tally-ho over').

QUARRY RULES - FOX

1. Foxes, like hares, will run the same line, but not with the same consistency as hares.
2. Foxes will lie up in hedgerows and kale fields.
3. Foxes tend to run downwind when they are being hunted.
4. It is harder to get a fox to move in cold windy weather.
5. Foxes will cross major obstacles such as rivers, railways, and busy roads whereas hares will not.
6. When tired a fox will attempt to go to ground.

HOUND RULES - FOX HOUNDS

1. Fox hounds vary from 22 to 25 inches at the shoulder.
2. The hounds are bred for stamina and scenting ability, not speed.
3. The terrain to be hunted will govern the breeding. What is required is the optimum balance between stamina and scenting ability.
4. After a kill, fox hounds can hunt onto a fresh fox immediately without any difficulty.

SAB TACTICS BEFORE THE MEET

A lot can be done to sabotage a fox hunt before it meets. To do this effectively bear the following things in mind.

1. A good working knowledge of the local hunt is necessary. Collect information from past hunting reports, hit reports etc.
2. Familiarisation with the area, the coverts to be drawn and positions of earths is particularly useful.
3. If pre-meeting, an early start to allow two or three hours before the meet is essential.

PRE-MEETING

Pre-meet spraying coverts with anti-mate or garlic can cover scent. Spraying should be conducted at hound head height, with particular emphasis on gateways and bridleways. This will negate an area for scenting purposes but may not be enough to save the fox. If pre-meet spraying is used, it is strongly recommended that pre-beating takes place at the same time, because with spraying alone, the fox may still be in the covert. Pre-beating should be very organised and may take time to perfect. To carry out pre-beating form a line at the up-wind end of the covert and walk through the wood using whistles, horns and hunting calls in an imitation of the hunt. The line should beat right to the very end of the covert, as foxes are often loathe to leave. Care should be taken to keep the beating line straight. The area to be hunted should be beaten systematically in this fashion, covert after covert away from the meet. If only a small number of sabs are available, Rook scarers could be used to flush the woods. If timed to go off up until the time of the hunt they will ensure that flushed animals will not return. You must make sure that the rookies are set well above head height in evergreen trees, (to avoid fire risk), and away from footpaths and bridleways. Alternatively, in large woods you might try block spraying which involves spraying sections of the wood so that if hounds pick up the scent of a fox and the fox goes through a sprayed area the hounds will check and can then be called by the hunting horn or voice. A more complex method of spraying is for sabs to collect in the centre of the wood and walk out in different directions spraying as they go. One sab then sprays into the wood all around the perimeter. A good spray used thus could well save a fox and has the added advantage of requiring fewer sabs than the normal pre-beating tactic.

USEFUL HINTS - BEFORE THE MEET

1. Search for blocked earths, and if they are blocked up, then remove the blockage. Make a note of the earths for future reference.
2. Secure gates in the area (this will cause the hunt considerable inconvenience and delay).
3. In doubtful weather conditions, ring the local papers and tell them that the hunt has cancelled, if it is a pub meet ring the pub and tell them also. This can lose the hunt support and create confusion.

SAB TACTICS - AT THE MEET

1. If you have contacted the press, hold a banner demo. Otherwise, it is better to act as followers, mingling with and chatting to supporters. This way you can find out which way the hunt are likely to be going. If you are known to the hunt stay clear of the meet, and just have one person at the meet to see which direction the hunt moves off in.
2. Spray your hand with Antimate and pat the hounds, rubbing it into their coats (**do not go near the head**). The hounds are very friendly and love to be made a fuss of.
3. If several sabs are present, split forces and cover all the roads leading away from the meet. As the hounds move off, spray the road side with Antimate. (**Never spray the hounds directly, always**

spray well in front of them, out of sight of the supporters if possible).

4. When acting as a supporter, remember to remove identity badges and use the correct terminology (e.g. hounds not dogs, and charlie not fox).

5. Have your cars and vehicles ready to move off quickly or you may get blocked in by supporters or the police.

SAB TACTICS - DURING THE MEET

If pre-meet tactics have gone well, sab tactics during the hunt can be minimised, thus reducing confrontation and aggravation. It is important not to call hounds out of pre-beaten woods, as it is to the sabs advantage to leave hounds in as long as possible.

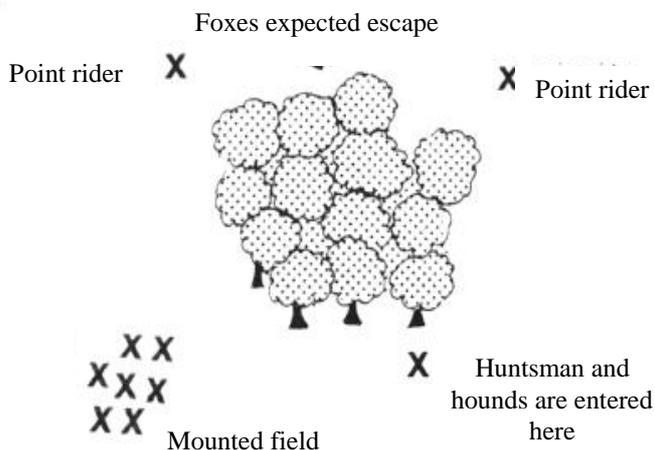
As in beagling, there are two parts to the hunt: Part 1 concerns the finding of the quarry. Part 2 concerns the tracking and killing of the quarry.

DEALING WITH PART 1 - THE SEARCH

The principles of drawing a fox are generally similar to those found in hare hunting, that is to cast the hounds. From the meet the hunt will make its way to the first draw (usually a wood but it can be a scrub or hedgerow). The huntsman will position point riders (whippers-in or a trusted member of the field) at a point where they will be able to view the fox as it makes its escape. The hounds will then be put into the wood and encouraged with horn and voice to cast themselves through it in search of a fox. The mounted field are positioned where the fox is not wanted or expected to run. If the fox is seen leaving the covert the point rider or any other observer allows it unimpeded escape and then gives out a 'holloa' to announce its departure and indicates its line with a raised handkerchief or cap pointing in that direction.

If the hounds are not already following a fox the huntsman will encourage them with horn or voice to answer the holloa and find the scent. If all goes well they will follow the scent to the conclusion of the hunt. If, however, they lose the fox the procedure will be repeated, either in the same or a different wood. The positioning of sabs is of the utmost importance. When hounds are drawing try to call them out of the covert by using horn or voice from behind or the side. If possible try to call them back into an area which has already been drawn. **On no account call them forward or make any noise at the down-wind end of the covert which is being drawn, or you may head the fox back into the hounds.** In large woodland it is helpful to listen for the direction in which the huntsman is drawing the pack. Usually during the course of the day a fox will be put up and you must employ the part 2 tactics, remembering that far greater distances may be covered than in beagling, and a degree of mobility may be essential.

DEALING WITH PART 2 - THE CHASE



Once on the line of the fox the hunt itself may last anything from a few minutes to a few hours depending on the strength and skill of the fox, the skill and speed of the hounds and their huntsman, the efficiency of the earth-stopper, the nature of the terrain and most importantly the scenting conditions.

If the scenting conditions are favourable the hounds should hold the line of the fox wherever it goes, if not the hunt will be slow and the hounds may lose the scent (or 'check' as the hunters call it), many times before finally they lose or kill the fox. If

the hounds check the huntsman will cast the hounds in an arc around the point at which they lost the scent until they rediscover it or until it is certain that nothing more will be made of it.

The fox will eventually either be killed by the hounds, go to ground or escape and is given best. Hunts

prefer a long chase followed by a kill above ground, rather than a quick kill or a short chase, or a short chase followed by a long dig out.

If you are situated down-wind from the hunt you are well positioned to intercept ONCE THE FOX HAS PASSED. NEVER RUSH IN IF YOU ARE UNSURE OF THE WHEREABOUTS OF THE QUARRY, WAIT THEN ACT DECISIVELY.

If the fox is seen, spray Antimate behind it but out of sight of the huntsman if possible (as you might alert the hunt to a fox being present in the area). As scent will drift, spray a wide area behind the hunted animal, not just directly behind it. Spray into the air about 18 inches above ground level as well as on the ground itself, as scent is windborne. (if other sabs are available it can be useful for them to act as decoys and to be seen spraying areas where the fox has not been, in order to mislead the huntsman. Some huntsmen familiar with sab tactics will cast the hounds forward of where sabs have been spraying).

When hounds come up, try to stop them by rating, i.e. shouting in the same way as in beagling. If the pack breaks up or start hunting in a different direction, encourage them along a false line by using hunting calls. If fox and hounds disappear into the distance try to get mobile and reach a point where you can intervene again. If hounds lose the line of the hunted fox, they will then do a natural cast (i.e. without having to be told to do so). It is important for sabs to use this opportunity to try to gain control and to call them as far away as possible, but never call them from in front. If the huntsman regains control of the hounds he will do one of two things, either a) move forward to try to find the line again by casting the hounds, in which case make as much noise as possible to distract the hounds, or b) he will collect the hounds and go to another area to start hunting again, in which case the cycle begins again and so you must resort to part 1 tactics.

HORN BLOWING

Horn blowing and calling the hounds is the most effective tactic to use. It is essential that you become proficient in both. The proper use of both will lead to the splitting of the pack and hopefully the taking away of the hounds altogether. To take the pack one person only should blow and call, thereby imitating the huntsman. To split the pack two hornblowers should operate at either side of the hounds.(do not blow the horns at the same time).

When the huntsman is with his hounds, it will be almost impossible (depending on how good the huntsman is) to take the hounds away. The time to attempt it is when the huntsman is a distance from the pack and particularly when the hounds are actually hunting.

There are many calls the huntsman will use but basically sabs need know only two or three.

The most important is blowing staccato notes on the horn. This excites the hounds and will encourage them over to you. This sound is made by keeping the lips tightly together while darting the tongue between them, as if spitting paper from your lips. Interspersed with this call you should give a high pitched 'hoick' noise two or three times. This is made from the back of the throat.

To slow the pack down, blow long notes on the horn. This will also draw hounds out of a wood.

No other calls are really necessary, though knowing the gone to ground call from the huntsman is essential. These calls by horn and voice are available on a tape from your local group. It is especially important to learn the horn calls of your own huntsman and to imitate his calls, his voice and that of his whipper-in. Do not practice horn blowing while at a hunt.

DURING THE HUNT - HINTS

1. Pretend that you have seen a fox and 'holloa'. This will often bring the hunt and /or the hounds over. Then you have to either 'disappear', or misdirect the hunt.(NB see Warning number 1).
2. If you can't blow a horn, try calling the hounds to you with a sharp 'Yut', 'Yut-Yut', try 'C'mon' 'Yut, Yut-Yut'. There will be many local variations, so it is best to listen to the huntsmans call.
3. Hunts often lose hounds. If you see a stray take it to the local police station. Allowing a dog to stray onto a road is an offence.
4. Spray the near side of the hedge or any obstacle rather than the farside if a fox goes through the

gap. (In this way if the hounds check, the huntsman is more likely to try casting on the nearside to relocate the scent).

5. If the hunt draw a covert with a road, railway, river or other obstacle at one end, they will enter the hounds at this end and flush away from the obstacle. Position yourself accordingly at the far end (**do not block the foxes escape routes**). If the the fox breaks covert try to intercede between the fox and the hounds. Use sprays, horns, whistles and whips. Try to call the hounds away.

6. **Don't let the hunt get away while you argue with the supporters or police. Always try to stick with the hounds** (the hounds do the killing not the supporters/field).

7. Keep your O.S. maps with you - they can be invaluable if you get lost and can give an indication of where the hunt is likely to go. O.S. maps also show footpaths.

8. Ideally it is best to have sabs in the field, plus sabs in vans so that the hit can proceed on various fronts. Also the mobile sabs will sometimes be in a better position to move everyone on to a better position.

9. It is quite possible for just two or three experienced people to successfully sab a hunt and save lives using the above tactics.

SITUATIONS YOU MAY ENCOUNTER AT A FOX HUNT

Digging out - If a fox goes to earth, the hunt may call up its terrier men to dig the fox out and kill it. The hounds may be moved on to continue hunting while this is taking place. **If you feel you have a chance to save the fox that has gone to earth, do not follow on with the hounds**, but take the following action. Sit in all of the open tunnels and refuse to move. If the fox has gone to earth near a public road or footpath, try to get a passer-by to stop, and explain to them what is going on, (the hunt are very touchy about killing foxes in public view). If within fifty meters of a public right of way, the hunt should technically not be allowed to use the humane killer. Try to find out if the owner has given permission for the dig-out (some land owners allow open hunting, but not digging out).

If you come across a digging out after it has started, you will notice that the terrier man will have put one or possibly two terriers into the earth at one tunnel, and he will have blocked the rest so that the fox cannot escape. They will then dig down to where he can hear the terrier barking, as this will be just in front of the fox. In this situation, search round for the blocked tunnels and open them by hand. Also make a lot of noise so that he cannot tell where the terrier is. Remember that in all events he will not give up without retrieving his terrier, so you may have to remain at the earth for a number of hours, but the longer he is delayed the more chance that he will not complete the dig out.

This is of course a potentially violent situation, and many terrier men are rural hooligans, so a good number of sabs are needed for most of the above tactics. If there are only a few of you, try to get the landowner to stop the digging out, or as stated above involve members of the public, the press or anyone with a camera.

Remember as it is illegal to dig badgers out it may just be possible to stop them, should a fox go to earth in a badger sett. This should be kept in mind if arguing with the landowner or police, on the validity of a dig-out. If the hunt block badger setts before hunting starts, try to take photographs then unblock them. Local nature groups will probably assist in preventing these setts from being blocked again.

Bolting - Similar to digging out but in this case the hounds and the huntsmen will remain a short distance from the earth and the earth will not be blocked up. Terriers will be inserted to flush the fox from the earth and as it comes out the terrier man will shout 'gone away' or something similar. This is the signal for the hounds to be put onto the fox again. In this case, once again the most successful tactic would be to sit on the earth tunnels to prevent the insertion of terriers. Failing this, when the fox goes away, use horns and calls to try and hold the hounds. This is very difficult as often the fox will be coming out under their noses. Try to lead the hounds away from the earth while the fox is being bolted, and make life uncomfortable for the huntsmen so that they will not want to stay around. Once again this is a potentially violent situation, so exercise care. Important - if you are sure that the fox is to be bolted, stamp the earth and make a lot of noise above the earth. This will keep the fox in, then if the hunt move off, tactics proceed as for a digging out. Be certain if the terrier men move off that they do not return later! In some cases (for instance if terriers need to be brought in from a distance), the

terrier men may block all the entrances of the earth to keep the fox in until they return. If this happens, simply wait until they go and then unblock all the entrances as quietly as possible and then leave.

Blooding - The blood of the killed fox is smeared on the face of a child or newcomer witnessing their first kill. If possible take photographs.

Bagged Fox - Although rare it may happen when the hounds have not killed for some time. A live fox is 'acquired' and released from a bag or box in a field close to the hounds. A normal hunt will then ensue, but of course the fox will be at a distinct advantage and very disorientated. This practice is against the Masters of Foxhounds guide-lines and thus any strangers are likely to be excluded from this event. A photograph of this happening would have serious repercussions for fox hunting. If you should see this happen, contact the HSA immediately, inform local press and the national press. Steps would be taken by the HSA to bring charges against the hunt concerned before the Masters of Foxhounds Association, with a view to their suspension (naturally the bastards would stick together, but this would be an instance where maximum publicity and pressure would bring some dividends).

CUB HUNT TACTICS

Most hunts know exactly which woods harbour litters of fox-cubs. Coverts are owned by hunt supporters and are often carefully protected by their owners so that by the time the cub-hunting season starts the hunt has all the information it needs to decide which woods to hunt and of course plenty of young foxes to kill. Since foxes tend to breed in the same coverts from generation to generation you should keep records of which woods are hunted during cubbing and use this information to your advantage in future years. Pre-meet work is vital during cub-hunting.

The most effective means of sabbing a cub hunt is by using pre-spraying methods before the hunt meets - refer to tactics already mentioned for pre-meeting fox hunts. Sabs should bear in mind two problems at this time of year, a) the density of the coverts and b) the time in the morning that cubbing takes place. For pre-beating, rookies can be especially useful as they remain effective during the course of the hunt.

In early season cubbing it is important to try horn blowing and calling to confuse the new and inexperienced hounds, try to compete with the huntsman for control (a pack which riots easily will be difficult for the huntsman to control in the coming season). If the hunt enter a covert that has not been pre-sprayed, it is essential to call them out by horn or voice from different directions.

False trails can also be used and they should be laid so that the false trail comes straight out of the wood. If a few hounds appear to be interested in it they should be encouraged by the sabs to hunt the trail, (doubling the horn is the best tactic to do this). This tactic (trail laying) should be done early in the season when the coverts are being held up and the huntsman is more interesting in teaching his young hounds to kill rather than to hunt a foxes line. Later in the season when the hounds are being trained to hunt a line sabs should stop the chases at the first opportunity.

For late Autumn cubbing adopt tactics as for fox hunting.

It should be noted that there is reduced advertising of meets during the cubbing season, as its function is not necessarily to provide 'sport' for subscribers in the short term. The long term functions are 1) to spread cubs over a wide area during the late autumn cubbing so that there is less chance of blank day, 2) to encourage cubs to run from the coverts rather than go to earth and 3) to teach young hounds to kill.

Some hunts conduct cub hunting in early evening and all hunts when cubbing will hunt more often during the week, anything from three to six days. Sabs waiting in a prominent position outside the kennels have been known to dissuade some hunts from cubbing.

STAG AND DEER HUNTING

Number of packs in England : 4

Seasons : Red Stag, Sika Stag, Fallow Buck : August 1st - April 30th

Red Hind, Sika Hind, Fallow Doe, Red Doe : November 1st - February 28th

Usual Start : 11.00 am.

Three packs hunt the Red Deer - Devon and Somerset Stag Hounds, Quantock Stag Hounds, Tiverton Stag Hounds, and one pack hunts the Fallow - New Forest Buckhounds. The procedure is roughly the same for both, any deviations will be noted in the text.

Hounds - A larger type of foxhounds is used in deer hunting, in fact foxhounds were originally bred to hunt deer. The pack may consist of up to 35 hounds.

Officials and Hunt Servants

The Master, Huntsman and Whipper in perform the same functions as in fox hunts. A man complete with shotgun is in attendance.

The mounted field is the same size as in fox hunting but as many as 300 - 400 car supporters may try to follow the hunt by road and track: those in Landrovers/4-wheel drives having better luck in maintaining contact with the hunt. The large amount of followers have a tendency to block the roads in the area and many come for miles to see the 'spectacle'.

The Harboureer - This mans job is to select a 'warrantable' stag (i.e. five years or over) for the hunt. The day before the hunt he goes round the area of the meet checking on suitable stags., both by talking to people and looking for signs (e.g. size of slot etc). On the morning of the hunt, before dawn, he will revisit the area of the chosen stag to make sure he is settled (Once a stag has chosen a



suitable 'couch' or harbour he will remain there for the rest of the day, unless disturbed). At the meet, the harboureer will inform the Master as to the whereabouts of the quarry, its size and the condition. Naturally it will be selected to give a good hunt. An unharboured stag is sometimes hunted when the first one is killed early or escapes. Hinds are never harboured, as in winter the undergrowth is less dense and they tend to herd together. The Buckhounds do not employ a harboureer, but a number of Beat-keepers who perform essentially the same function.

The Hunt - The meet may be at a pub or more usually at a cross roads or other land mark on the open land. The Buck Hounds will meet in the forest in which case the meet may only be a named clearing.

The pack is taken to a point near the resting place of the animal to be hunted and usually held up in nearby farm

buildings or the hound vehicle. Meanwhile four or five couple 'steady' hounds (those who can be relied upon to keep to the scent and not 'riot') called 'Tufters' will, with the aid of the Huntsman flush out the deer from its harbour. (In the New Forest the pack is held up while the 'Tufters and huntsman seek out a suitable buck). When hunting hinds, half the pack is used to cut the hind from the rest of its companions and, when running, the rest of the pack is laid on.

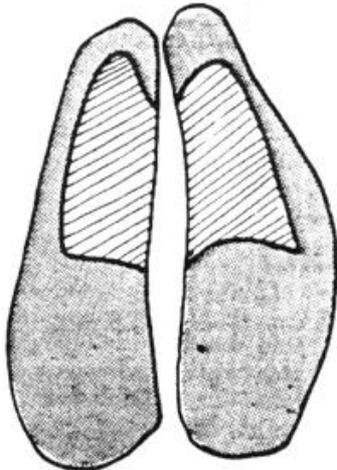
The Whipper-in will station himself at the likeliest point the stag will break cover and when the deer has been separated and is running on a direct line into the open, the huntsman returns for the rest of the pack, while the whipper-in holds the tufters, and then the whole pack is laid on and the hunt begins proper.

The initial stage may take some time. The hunted deer will try to escape the hounds by driving other deer from their resting places and lying down itself, but the huntsman will direct his hounds onto the selected deer and keep it running. Galloping across the moor or through woodland, it will leap fences and streams in an effort to get away, and on occasions has been known to head for farm dwellings, towns and even the sea in order to escape. However, it is not safe anywhere. Hunts have been known to row out to sea or venture into the urban scene in order to kill the animal. It is certain that most of the field and car supporters will never see the death of the unfortunate animal.

Deer will invariably head for water and the huntsman will have to cast hounds, keeping an eye out for the 'slots' on some mud, or recently splashed rocks. The deer may find refuge in thick gorse, which the hounds do not favour.

Eventually the superior stamina of the hounds will tell and the exhausted animal will turn and face the hounds (known as 'standing at bay' or, referring to the hounds, 'bringing to bay'). We are told that the hounds will merely keep the deer 'at bay' by snapping and baying at it until the dispatcher arrives and uses his gun at point blank range. However, it has been known for the hounds to pile on the deer and, hanging onto its rear quarters, bring it to the ground. It has also been known for the deer to swim for its life, followed by hounds swimming after it to try to latch on.

After the gun has been used the throat is slit to bleed the meet, and whilst still warm the liver is removed and divided amongst the spectators. The feet are also given out as souvenirs. It has been said that on occasion only a knife has been used to slay the animal, and recent events have shown that the hunters are not adverse to trying to drown the exhausted animal.



SLOTS OF RED DEER

Hunting terms

'Slot' - track of the deer

'Bye meet' - the stag hunt equivalent to cubhunting (early July to mid-August)

STAG AND DEER HUNT TACTICS

Stag hunting on Exmoor during the stag hunting (not hind hunting) season, differs from other forms of hunting, in that a particular animal is selected prior to the hunt by a harbourer. The harbourer will indicate to the master where the stag is to be found on the morning of the hunt. Hinds are not harboured and are hunted by casting scent methods as employed in foxhunting. Un-harboured stags will also be hunted on occasion.

SAB TACTICS

The best method of sabotage (and in fact the only one of merit), is to flush the woods in the area of the hunt the night before. This should be done between midnight and seven in the morning. If the harboured deer has been scared off and all the other deer in the area are 'jumpy' then it will take the hunt quite a while to find a deer that is worth hunting and by the time they do, it should be too late in the day. In the winter months, because it gets dark very early on the moors, hounds will be called off about 4-5 pm, (as a rule), and the deer will have a good chance to get away. However if a stag is put

In 1980, the mink packs were recognised by the British Field Sports Society, and they formed their own association. Mink packs which were formerly otter hunts tend to have more otter hounds in their packs, and like to hunt at their traditional meets. Many have radically changed their names, for example the Bucks and Courtney Tracy Otterhounds are now the Yetne Minkhounds. New packs tend to have Foxhound or Foxhound crosses.

The Hounds - Pure-bred otterhounds are shaggy individuals about the size of an Alsatian. Although some packs may still remain 100% otterhounds, other packs either have a mixture of otterhounds and foxhounds, all foxhounds or labrador/foxhound crosses. The foxhounds may be cast-offs from fox hunts. Terriers are used on mink hunts to flush the mink either at the beginning of the chase or if the mink goes to ground.

The Officials and Hunt Servants - These are the same as in fox hunting, except the earth-stoppers and fence menders are not needed. A terrier man is still in evidence but he will normally walk along with the hunt. There is an official hunt uniform consisting of jacket, breeches tucked into long socks and boots, plimsolls or hockey boots as footwear.

Mink hunting attracts the same variety of followers and also small children, as well as the same type of heavy. Many of the followers carry otterpoles (5 - 6 foot long staves) on which kills are tallied by means of notches. These staves were once used to form 'stickles', but we are told that this practice no longer occurs and these poles are merely used as glorified walking sticks for use in wading across rivers, climbing banks and stabbing around in the roots of river-side trees in the hope of disturbing the hunted animal.

The Hunt - The meet usually takes place at a pub, members house or a bridge over the river to be hunted. Mink hunting takes place on foot along the river bank. The huntsman will take the hounds in front of the followers and they will search the bank and reeds for scent. There seems to be no sure way of determining which way the hunt will go although former otter hunts now hunting mink tend to hunt upstream (against the water flow) first, take lunch then hunt downstream afterwards. Unlike otters, mink have small territories (less than a mile of river bank) and once put up by the hunt tend not to go far. When they have located a scent, minkhounds tend to give voice in the same manner as foxhounds. If they lose the scent the huntsman will cast his hounds backwards, then forwards, and if unable to find scent, may cast the hounds on both sides of the river away from the banks and along drainage ditches, hedgerows and small tributaries joining the river.

Minkhounds are very prone to rioting after ducks, moorhens and swans - in fact any animal or bird that pops up under their noses. Most packs, however, hunt as much by sight - human and hound - as by scent. When a mink is sighted by a follower a holloa is given as in other forms of hunting.

Mink do not swim as well as otters, tending when hunted to run along the river bank, being small they frequently seek sanctuary in holes or beneath over hanging trees. Being good climbers they often attempt to escape up trees. Small and agile mink can often go straight through a pack of hounds and still escape. Mink hunting then, in full swing in many ways resembles a glorified rat hunt, the whole hunt going up and down river in a small area chasing the mink from one refuge to another, digging it out of river-bank holes with shovels and terriers and shaking it out of tree branches.

Humane killers are rarely used, the mink being killed either with spades, by being drowned, by the hounds or by the terriers. Hunters have no respect for the mink and do not care how its end comes providing no bad publicity comes of it.

Mink bred during the summer and the hunt will, if they find them, feed the entire litter of young mink to the pack. If a bitch mink with young is killed and the litter escapes detection they often starve to death. The young ones are dependant on their mother for at least six weeks after birth.

A mink hunt meets at around 11.00 am and may end at dusk. A good pack may kill several mink in a day.

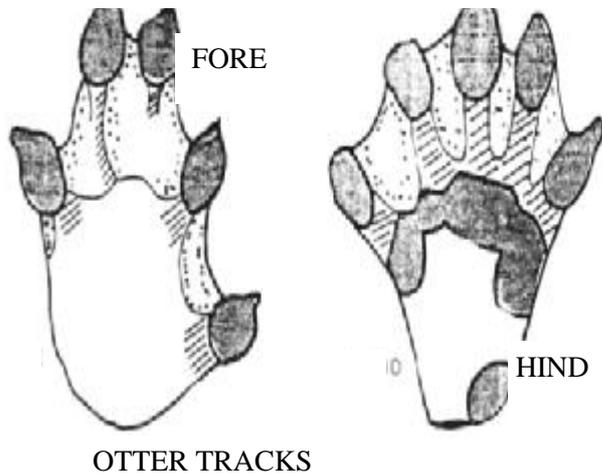
HUNTING TERMS

Trencher fed - hounds which are kept privately, then brought together on hunt days to form a pack.

MINK HUNTING - TACTICS

A mink hunt is unique in that it is usually possible to tell in advance exactly where the hunt will go from the meet; the only variable being upstream/downstream and on either side of the river. In fact, it is usually self evident which side of the river the hunt will take and (except sometimes for a brief stroll down-river before lunch), mink hunts will usually head upstream.

Otter hunts who have changed to mink will usually keep to their traditional meets, so try to obtain any old meet cards or hunting reports. As most do not advertise it may be necessary to follow them from kennels and to be familiar with the hound van and supporters car numbers.



Before the meet - If the meet is known then spray bridges, possible holts, root outcrops and banks (especially where hounds will either enter or leave the river) with scent dullers. Whilst doing this you will also be acting as a beat which will flush mink from the area. You could also run a false trail along the bank and then out into the fields away from the river. It is worth noting that mink hunts will operate on streams and brooks as well as main rivers.

At the Meet - If you have arranged for the press to be present hold a banner demo; mink hunts hate publicity.

During the Hunt - Keep in front of the hounds (this is the only occasion when you need to sab in front of hounds), talk to the hounds and try to distract them, also talk to the huntsman in an effort to break his concentration. If possible, have sabs further along the river bank, this will ensure that any mink are on the move before the hunt gets there. These sabs can also spray or cover scent. The hunting horns can be most effective if hounds have gone off on their own away from the huntsman. However, if the huntsman is in full control of his hounds, the use of the horn will be ineffective and it is best to use voice. Encourage hounds to hunt false lines and with individual hounds encourage them to go further afield by imitating hunting calls. If in the event of a quarry being sighted and the hounds beginning to speak use whistles and horns etc., to try and confuse the hounds and get their heads up. Also, if possible, wade into water between the mink and the hounds to foil the floating scent. If the mink is on land spray behind it. If the mink hides in deep tree roots or holes in the bark, prevent the insertion of terriers which are used to flush it out. If the mink climbs a tree link arms beneath the tree or the hunt will attempt to knock it down with their hunting poles. Sabbing a mink hunt takes place at close proximity to the hunt supporters, so when using the above tactics make sure you are in a position to defend yourselves.

Mink Hunting - Hints Many mink hunts will stop for lunch, re-box their hounds and take them by van to another part of the river. Be prepared for this or you could get stranded with your transport three miles away at the meet. Ideally one car driver should stay with the hound van all day to follow it, and to ferry stranded sabs to the new meet. C.B. contact is also an excellent way to avoid getting stranded.

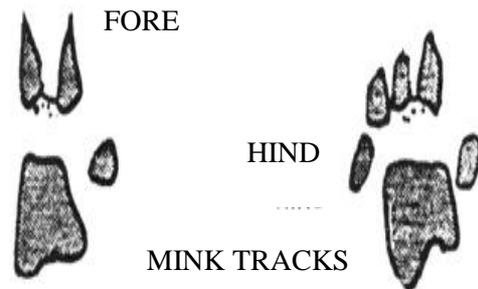
If the hunt knows sabs are around, it may try and give sabs the slip. In such cases, always follow the hound van, not the supporters. If in doubt head upstream. If upstream of the hunt, remember that hounds will be looking for a scent on top of the water. Try spraying leaves, branches twigs etc., with scent dullers and floating them downstream. Sprayed sticks and stones can be thrown across the river - ahead of, not at, the hunters - if you are caught on the wrong side of the river from the hunt.

Be prepared to get wet. The hunters will wade into rivers - so sabs must, if necessary, take spare shoes

and socks. Don't wear wellies or waders - you could be in trouble if they get full of water.

Registered mink hunts should not disturb otters, but do not be fooled by the argument that they no longer hunt otters, they will. Local conservation groups, water authorities, river keepers and landowners may be able to advise on the whereabouts of otters. A mink hunt should not meet within four miles of known otter habitat. If this is ignored, try to implement a ban by approaching the river owners and explaining the situation. Apart from killing mink and otter, hounds have been known to kill moorhens, swans and other river wildlife. The disturbance factor is also particularly damaging, as river banks provide miniature sanctuaries for flora and fauna.

IDEALLY ONLY ONE OR TWO PEOPLE SHOULD BE INVOLVED IN PRE-MEETING TO KEEP DISTURBANCE DOWN TO A MINIMUM.



It should be noted that it is useless to follow a mink hunt unless you are actively preventing them from making progress along the river bank, merely trailing them in case they pick up a scent is adding a disturbance factor.

The best method to sabotage a mink hunt is to swamp the hunt with sabs, this prevents hunting altogether. It also minimises disturbance to a fragile environment packed full of breeding wildlife since neither hunt nor sabs will need to proceed along the river bank.

A mink hunt killing an otter in Britain would presumably be open to prosecution, though this would be of little benefit to the otter involved.

HARE COURSING

No of clubs in England and Wales : 27

Ireland : Coursing is governed by the Irish Coursing Club and the rules differ slightly, as the hares are gathered before the meet and released from a man-made tunnel into the coursing field when needed. This is known as 'park coursing'.

Season : September 15th - March 10th

Usual start : Any time after 9.00 am.

Hare coursing, as opposed to other forms of blood sports involving hounds, is not a pack event. Only two dogs are involved on any one 'course' and the area involved in the chase is usually enclosed. The hounds hunt by sight. According to the NCC (The National Coursing Club, the governing body) coursing does not claim to control hare numbers, but conserves them by ensuring that some grounds regularly coursed are not shot over outside the season. However, in most coursing areas hare shoots, to reduce numbers, does take place.

Hounds - Greyhounds are the most popular dogs used in coursing and the NCC has a standard set of rules drawn up to regulate the proceedings. Greyhounds may be trained by using dummy hares or live hares in competition with another hound in open country. Several reports have been heard of live captive hares and rabbits being used, and also cats. Greyhounds used in greyhound racing may be trained at course meetings and retired hounds from racing may finish their lives in coursing surroundings.

Other hounds used are Whippets, Saluki, Deerhounds, Borzois, Afghans, Lurchers.

The average days spent coursing in a year amount to 120 days for greyhounds and 25 days for whippets, saluki and deerhounds.

PERSONS INVOLVED

SLIPPER - This is the person who 'slips' (releases) the two hounds onto the selected hare. He uses a special attachment provided with twin collars which enables him to release the dogs simultaneously. He will judge whether the hare is fit enough to be coursed (i.e. strong and without 'balled up' (clay clogged) feet), if it is found to be 'lacking' then he will wait for the next hare. He is registered and trained by the NCC.

JUDGE - Mounted on a horse, for better visibility, he awards points to greyhounds according to their ability.

BEATERS - A gang of people, using white flags on poles, who form three sides of a box and drive wild hares towards the coursing field. At large meets such as Altcar, they may be controlled by a system of walkie-talkies. They take advice from the local game keeper as to the normal feed paths taken by hares, as they say that a hare will not be driven in a direction not normally followed. At Altcar, and possible other grounds, hares are kept in the area by placing feed in the surrounding fields. Beaters form in a different way for 'walk-up' coursing. Beaters are usually paid for their services and the club may employ children.

Other persons involved will be mentioned in the text.

LAYOUT OF THE COURSING AREA - The field used for the actual chase is normally grass or unploughed, and is, ideally surrounded by a hedge or ditch and ridge. Hounds hunt by sight and should lose the hare when it passes through the hedge - this is not always the case and both animals have been known to disappear over the horizon. The coursing club may get permission to build a 'sough' (an artificial shelter, usually dug into a bank or hedgerow) into which the hare can escape. This may be necessary in more open country, such as the Fens where shelter is not guaranteed. Spectators, bookies and owners stand outside the coursing field. The only persons allowed in this area are the Judge and the Slipper (on larger courses maybe also the owners of the two coursing dogs and possibly four pickers-up). The pickers-up are there to make sure the hare is dead if it gets caught by the dogs. Silence and static positions should be maintained by the onlookers, and under NCC rules, the hare must not be headed back into the field (not always upheld).

A TYPICAL DAYS STATIC COURSING

The programme for each club is sent out about a month before the season starts, so that the owners may enter their dogs. Entry fees may vary, but obviously the more prestigious the event the higher up the scale the fee. The entry money goes towards the prize money.

Names of entered dogs are drawn from a hat to pair them for each course. A knockout competition then takes place for the final pair. The first dog listed in each pair wears a red collar and stands to the left in the 'slips' (as the collar is known), the owner standing to the left of the field. The other dog wears a white collar and he and his owner stand to the right. The slipper will position himself in the shelter of a wall or hedge or, as at Altcar, a specially constructed hay or wooden shed. A number of beaters, anything from 30 - 120 will form a beating line some 1 - 3 miles away from the coursing arena and will drive hares with the wind towards the coursing field. This will take up to 45 minutes. As the beating line approaches the coursing field, the centre of the line will remain straight whilst the flanks will curve forward to form a funnel through which hares can be channelled onto the coursing field. As the hare enters the field the slippers will judge its suitability to be coursed and, satisfied, will let it run up to 80 - 100 metres ahead of him and then release the dogs.

The object is not to kill the hare, but to test the hounds against each other, and points are awarded accordingly. As the hare runs it will turn sharply to evade the jaws of the hounds, and because greyhounds are faster than the hare, they will overshoot and will have to double back. Some dogs

have a smaller turning point than others, but some may make up by being faster on the straight. As the hounds twist and turn after the hare points are awarded thus:

- 1/2 - 3 points for the lead dog at the first turn
- 1 point for the dog that leads the hare beyond 90
- 1/2 point for the dog that turns the hare less than 90
- 1/2 - 1 point for the kill (although not the object of the exercise, but points are awarded in special circumstances)

The judge will indicate the winners by raising the appropriate coloured handkerchief (i.e. red or white). Other colour used - blue indicates a 'bye' meaning that a dog has been withdrawn), therefore, raising a blue and red means white has been withdrawn and that red is the winner of the bye, and vice versa. Yellow means that a tie has occurred and that the dogs will have to run again later. Some dogs



are not capable of running a second course and normally no dog runs more than three times in one day. The judge's actions are duplicated by a Flag Steward, thus passing the message onto spectators. When all the hares have been beaten through and there are still courses to be run, a new area may be chosen. If insufficient hares are to be found to complete the card, the prize money is awarded between the heat winners, unless the match takes place over a few days.

WALK-UP COURSING

After a morning's 'static' coursing, the club may switch to 'walk-up' coursing in the afternoon, if it is felt that more hares will be found by this method or if the surrounding fields are not suitable for beating. Walk-up coursing is sometimes practised as a rule, rather than an exception, by 'unofficial' coursing clubs - this is known as lurching. The layout now changes and a line of beaters, with the slipper and dogs in the centre, will walk over the fields putting-up hares in front of them. When a suitable hare is moving the line halts and the dogs are loosed. Points are awarded in the same way as in static coursing.

Only the judge is allowed in front of the line and if not enough beaters are there to form a line then spectators and owners will join in. The picker-ups also have to remain behind the slipper, so if a hare is caught they will have to run forward in order to kill it.

GENERAL OBSERVATIONS

If a greyhound catches a hare, it will grab any part of the animal. Once it has hold it will not drop the hare and may run off with it. Both hounds may grasp the hare and the much disputed, but well documented, tug-of war will ensue. That the hare suffers cannot be disputed but 'torn-to-shreds' is not the best way to describe the outcome. Internal injury is more likely and the screams of an injured or distressed hare resembles that of a human infant. We are told that a caught hare is despatched by a picker-up within three seconds, but this is by no means always the case. In a well-documented and much sneered at instance in 1975, a hare was screaming in the jaws of a hound for over two minutes before having it's neck broken by a picker-up. (The event was filmed but labelled as rigged by bloodsports supporters who were shown the extract as part of the evidence against coursing in the House of Lords enquiry)

HARE COURSING TACTICS

Establish beforehand which are the coursing fields. Determine the areas and direction which hares are beaten in from and the likely location of the funnel (which is the area where the hares will be held before release into the coursing field). The funnel is normally always in the same place for each particular coursing field, as the beating will normally follow the same pattern.

There are three main sab tactics:-

1. Pre-beating
2. Counter-beating
3. Funnel-beating

1. **PRE-BEATING** - The beating of hares is a lot more difficult than pre-beating fox hunts. To have effect, the line has to cover the width of the area covered by the coursing beaters, which can be up to two miles. Taking into account wind direction and the location of the coursing field, use the beating line to drive hares down wind, outward and away from the coursing fields to a position which will make it difficult for them to return (i.e. over a road or stream or into a large patch of woodland. Obviously care must be taken when beating over roads to position sabs to control traffic). Clearly, large numbers of sabs are required for pre-beating. The best distance between sabs in the line is 10-120 yards. Sabs should wear bright clothing and have white flags or fertiliser bags. It is imperative that the line is kept straight as possible. It should continue at the pace of the slowest person. The use of CB's and the use of appointed stewards to control groups of say, twenty sabs in the line will be helpful in ensuring that the line remains straight. Noise is all important, but it must be controlled. Too much noise can panic hares into running back through the beating line. Whistles and horns are recommended. Equally important is ensuring that the line goes to the very end of the pre-arranged destination. To do this successfully, the outside flanks should curve in until the only open gap gives access to the required destination. At this stage there will be a lot of hares in a panic ridden and confused state within the funnel. Movement of flags must be increased and the lines tightened up to ensure that hares attempts to break through the beating lines fail. If there is no suitable place to which the hares can be pushed into safety, then they must be beaten away from the coursing field and some sabs must remain to prevent them from returning to within the coursing range. This may be necessary anyway, as hares do not like to be on unfamiliar ground.

2. **COUNTER-BEATING** - When pre-beating is finished, sabs should wait for the coursers first beat line to form up. Then sabs should form an opposing line between the coursing arena and the coursers beat. Sabs should then advance their beating lines toward the coursers beat. On approaching their line, the flanks should curve in to prevent hares from running around the sides and the sabs should pass right through the coursers line. This tactic needs to be repeated each time their beating line forms. In order to scare the hares back through the coursers beat, it is necessary to make more noise than them. Smoke flares and air-horns can be of assistance here in forcing hares to flee in the desired direction.

3. **FUNNEL BEATING** - If the beaters are persistent, they will eventually succeed in bringing some hares to the coursing arena where they will be held up in a funnel or V shape at one end of the coursing field. Sabs must make every effort to break up this formation by breaking through the lines of beaters and panicking the hares into running in any direction. This can be done by charging through, but if this proves to be impossible, rockets can be fired over the formation to panic the hares out. If this is successful, the funnel formation will be ruined and beating will have to be resumed by the coursers. In this case resort to tactic two - Counter-beating. On no account should any attempt be made to run onto the coursing arena, as this will prove to be ineffective and you run the very real risk of attack by supporters and/or arrest.

Be on your guard against the coursers moving to a different area at lunch time. Also if you have been

particularly successfully they may resort to rough or walk-up coursing, in which case they will split up and go across country in search of hares. In this event walk about 50 -60 metres in front of each group and put the hares up by making a lot of noise, so clearing them from the coursers path. As rough coursing is not official, you could encounter it at any time, even outside the usual season.

The meets are advertised by the National Coursing Club and a full list usually appears in the national 'sporting' journals. A list of coursing club secretaries is available from your local sab group. Hare coursing meets have been known to be violent in the past, so think hard and plan well before attempting to organise one.

GENERAL HINTS (After each Sab)

1. If possible get everyone together after a hit to discuss any successes or failures of the day. If there have been any violent incidents get the relevant facts written down before memories fade.
2. Try and keep a check on numbers and take a count at the end of the day. Try to ascertain what has happened to anyone who is missing and take appropriate action.
3. Send a full report of the days proceedings to your local group. **THIS IS EXTREMELY IMPORTANT.** It should contain a list of hunt vehicles registration numbers and any other information you have picked up. The name and place of the meet with an O.S. reference, and an account of the route the hunt took (coverts visited etc). The number of sabs, hunters, supporters and details of any kills if verified. The hit report sheets are invaluable to both local and the national group in building up a record of hunt meets for future reference and assessing our effectiveness.
4. If there are any press worthy events, please contact your local group immediately and without fail.

GROUSE SHOOTING

Season : August 12th - 10th December

Grouse are smaller than pheasant and larger than partridge which they resemble. They are found in coveys, large and small, sometimes singly, sometimes of 20 birds or more. Later in the season they often pack in large numbers. They feed mostly on heather shoots, occupying bleak moorland. They are very hardy birds living in cold conditions, breeding and maturing early. They take to their wings within a week of hatching and in spite of endemic disease on most moors, they are one of the strongest flying birds.

Although not in the strictest sense of the word artificially reared, the moors are kept and the grouse population kept artificially high e.g. the heather is burned to encourage the growth of new shoots, every form of winged and fourlegged predator is rigidly exterminated etc. If left alone the population would stabilise at a much lower figure and natural immunity to endemic disease develop in most cases.

Birds are shot in two ways; walking-up or driving shooting. **Walking-up** entails the guns walking in a line across the moor, with the wind, sometimes with a variety of gundogs to disturb concealed birds, shooting as they take off. This method is employed mainly in the later part of the season when the numbers have been depleted by driven shooting or on moors where grouse are in short supply anyway.

Shooting driven birds is the traditional form of grouse shooting. Grouse are driven by along line of beaters over the waiting guns, concealed behind shooting butts. The drive can cover miles of moorland and often be out of sight until within reach of the shooting butts.

WHERE ARE GROUSE SHOTS ADVERTISED?

- a) On the roadside. Notice boards at the beginning of footpaths or public tracks leading onto a grouse

moor. They will tell you when the moor is closed for shooting.

b) National Park Planning Boards will supply on request a list of dates when moors will be closed for shooting along with a photocopied map showing moor boundaries. They have negotiated access agreements with shoot owners in the area, that allow the public onto the moors at certain dates, providing that the moors are allowed to close on certain days for shooting.

c) In some local newspapers, under the public notices column, they will list moors, that are accessible to the public, and when they will be closed.

d) Some County Councils have negotiated public access agreements with the owners of grouse moors and it becomes their task to inform the public that these moors will be closed. These county councils will keep lists of such moors and when they are closed.

e) It should be remembered here that most grouse are huge, private, fenced-off tracts of land where no member of the public is ever allowed. You will have great difficulty in finding shoot dates for these moors, because the owners are under no obligation to warn the public and publicise the dates. It should also be pointed out that those moors which have had access agreements negotiated with them and allow public on, have to fix days of shooting well in advance of the 12th August. Once decided on, the dates cannot be changed - so if one shoot is disrupted by sabs, they cannot hold another to make up for lost sport. Unfortunately, these shoot dates are never available until the first week of August.

MATERIALS

1. Whistles, footballs, rattles, horns, air-horns.
2. Large white rags, flags or old sheets. Old fertiliser bags will do for beating purposes.
3. O.S. maps of the area. All groups should be given details maps of the shoot, but try and bring the relevant O.S. map.
4. Camera/video camera and binoculars are essential.
5. Compass. Do not under estimate how easy it is to get lost on these open moors. Someone in the group should be able to use one.
6. Silver foil arm bands, shiny metal badges, metal tin lids etc: all reflective shiny surfaces for i) reflecting light into the eyes of shooters to disrupt their aim and ii) materials that will reflect light and warn grouse of impending danger at the butts. Hand mirrors would also be useful.



British Association for
Shooting and Conservation
(This is the badge to look out
for on shoots)

DRESS

Wear white/yellow/light colours that will assist in clearing the grouse whilst pre-beating and make you stand out when in the shooting butts. Otherwise try and look like a hiker as it may provide you with a cover story on the moors. Strong sensible footwear is a must for high, often boggy rocky slopes. Also of course clothing that can protect you from the elements is a must. Fog, rain and winds are a common feature of the Pennines and Dales. Lastly don't forget, grouse are colour-blind; so a colour like red is not as effective as used to be thought.

PLANNING A GROUSE SHOOT SAB

Because regional or joint hits are needed to sab a shoot effectively, the organising groups really need to explore the shoot moors and it is vital that someone knows their way around the moor. A good sab is really dependant on the planning that has led up to it. The following points have to be known:-

a) How far does the shoot boundary extend - they cannot shoot willy-nilly over the nearest 100 miles of moorland. The moor is divided up into say 5 or 6 shoots and shooting your neighbour's grouse just is not cricket.

b) You need to know all access points onto the moor. How far can you get a Landrover up the track? Most of the access to the butts will be little better than dirt tracks. Remember also, grouse shooters are often sickly creatures and hate walking uphill. Nine times out of ten there should be some means of getting a Landrover up to the butts.

c) Lines of shooting butts are marked on the 2 1/2" scale maps as are shoot boxes. All these lines have to be marked onto the O.S. map; there could be as many as six lines of 12 butts. Once they are marked it is possible to determine which stretches of moor belong to which line of butts i.e. what particular stretch of moor is beaten for each butt line. Once all the facts are marked on the map, you can determine the direction the beat-line will take, the size of moor you have to beat for each line of butts and indeed even the line of butts that will be used. Ensure all butts have been checked and correspond to those marked on the map. Also some may be 'double butts'; can be shot from the front and the back and used for two beats.

With this information in hand, obviously moving across the moors and directing sabs becomes a lot easier.

TACTICS BEFORE THE SHOOT STARTS

1. Pre-beating is the most effective method, and it should be done:-

a) With the wind - no bird wants to fly into the wind.

b) Away from the line of shooting butts that are to be used first and indeed beyond the point that shoot beaters will start their beating.

c) If possible downhill; it is a lot easier to force birds to move in this direction.

The sab beat line should be longer than the line of butts. Do not forget also that the beat line will have to widen out as it progresses away from the butts to encompass the whole area the shooters will beat. To do this effectively 50-100 sabs are needed really. Gaps of 20-30 feet are needed between sabs and generally most of the rules for pre-beating hare-coursing apply to grouse moors. White flags and noise seem to shift grouse best although noise should be controlled. Grouse beating (official) usually starts around 9.30 am so sabs need to START at around 8.00 am at the latest. The use of CB's will assist in controlling the line. Please remember these attempts are not races. The line should move at the pace of the slowest person and should be kept STRAIGHT.

TACTICS AFTER THE SHOOT HAS STARTED (DRIVEN)

Depending on how many sabs there are and how well the pre-beating has gone there are a number of options open.

1. As in hare coursing, counter-beating or flank beating can take place. However this should not merely be an opposing line of sabs parallel to grouse beaters. The aim is to move or funnel grouse in a particular direction. Taking into account wind, land gradient and position of shoot butts, a line of around 45 degrees to grouse beaters and shoot butts should be formed. This should be as tight as possible - as birds approach and are turned down the sab line, so the noise should progress down the line. If the whole sab line is a block of noise all the time, not only will you simply turn the grouse back but you will wear your voice out. So the grouse have to be funnelled away from both shoot butts and beaters. Controlled noise and constant attention are required for counter-beating to work as it should.

2. As the grouse beaters advance on butts and sabs so the counter-beat line will have to slowly retreat, as beaters meet the front end of the sabs line, so these sabs should move down the line. Alternatively, they should fall back to the butts and block the line of fire of the shooters.

3. If it proves impossible to form a static counter-beat line at an angle than a line of sabs should be placed approximately 200 metres out from the butts. This line should be very tight and noisy; the object being not to turn the birds back into the beaters but to make them rise up into the air, out of range (50 metres) of the guns. This however is a somewhat dodgy tactic, the best means of defense of the grouse is low flight hugging the hill gradients. By forcing them up higher, they are denied this natural defence. Sabs have to ensure birds DO fly high and must watch that shooters do not shoot behind their butts after the birds have flown over and started to descend.

4. The 'ultimate' tactic is to occupy butts and block the line of fire at both the front and the rear of the butt. The shooting butt is usually made of natural materials i.e. timber, turf, stone and is usually shoulder height. Its prime task is to provide camouflage for the gun-wielder, hence their tweedy attire. Clearly then no shooter is going to want white sheets, banners, piles of non camouflaged bodies, lots of silvery reflective items, screams and shouts etc., as it just might ruin his camouflage cover. By standing in front and on top of the butt it becomes more difficult to shoot accurately. Sometimes shooters will put away their guns when sabs resort to this tactic, others will attempt to carry on; groups must be prepared to assist areas that persist in shooting around sabs. Good communications and quick thinking should take care of most trouble spots. This tactic is not as stupid as it may sound. The majority of shooters will not shoot in close proximity to people, and indeed the BFSS official line on such confrontation is to advise shooters to put away their guns immediately, and in fact to lock it in a secure vehicle (well you can never be too sure these days, with crime as high as it is!). If shooters persist in shooting past you, bring up the fact that the shooter is refusing to toe the accepted line of the god-like BFSS. You never know, it might work!

5. During the day, guns and beaters will move to different lines of butts on their moor. Always keep with the guns, just as you would keep with the hounds on a fox hunt.

6. Remember the Country Code.

WALK-UP SHOOTING TACTICS

Being well ahead of the shooters is the main tactic to adopt here. At times shooters will abandon their butts and forming a long line, move across the moor with the wind and shoot as grouse get up in front of the moving line. Sab beaters should form an arc 400-500 metres ahead with the two ends furthest from the shooters and keep ahead of them clearing all bird-life as they proceed.

Care has to be taken that sabs proceed at the same speed as guns and that guns do not switch direction, leaving the sab line too far away to swing back in front of them.

PHEASANT SHOOTS From October 1st - February 1st



Wild pheasants are now almost a thing of the past and the shooters now breed and rear their own birds to satisfy their demands.

Shooting syndicates are set up to ease the cost and in many woods can now be found the rearing pens. You will come across them as you pre-beat woods on fox hunts.

From incubation the chicks are kept in large sheds and as they get older they are placed in larger and larger pens until they are old and 'ripe' enough to be released from their holding pens into the countryside. Feed is kept permanently for them in hanging containers, i.e. old plastic drums to ensure the pheasants remain in the area where they are to be shot. Also, an aniseed solution is put around coverts, the smell from this appeals to the pheasants and they stay in the vicinity.

The shoots take place regularly and will be advertised in shooting magazines and locally. Most shoots take place just before Christmas.

A large shoot will generally take place with beaters and the shooters remaining stationary. Several beats will take place during the day. Smaller shoots may be of the walk-up fashion.

TACTICS

Action has to be taken early in an attempt to prevent birds from remaining in the area they are released into.

The feed containers can easily be located and you should act accordingly.

Pheasants have been known to follow a trail of the feed for some distance and remain if enough food is left. They will particularly follow an aniseed trail which can be sprayed from a garden spray. The aniseed fluid, bought from chemists, should be mixed with spirits such as white spirits. Grain soaked overnight in aniseed as a trail will also work.

BEATING

Much the same as grouse shoots, when their beaters and shooters are in position, beat away towards their beaters.

If there are enough of you, stand in front of their guns and prevent them from shooting.

On a walk-up shoot, position yourself ahead of the shooters and beat away at the same speed as the shooters walk, always watching to see if they change direction.

COARSE FISHING

Official Season : 16 June - 14 March

Where to find details :

1. Read the angling press such as Angling Times and Anglers Mail. These are published weekly and carry a comprehensive list of matches and popular angling venues.
2. Also visit fishing tackle shops they may have posters or noticeboards with lists of local club meets.
3. Some newspapers and radio stations have features on angling.

What happens at a match

The section of bankside to be fished is divided into 'pegs', at least 15 metres apart. Some waters have permanent pegs, others are marked out and numbered the night before or the morning of the match. The anglers arrive 1 -2 hours before the match to draw peg numbers. They then go to their allocated peg to set up.

The match is started and ended by a signal, usually a whistle. The anglers then fish for 3 - 5 hours to catch the highest weight of fish which are retained in a keepnet. At the end of the match the fish are weighed then released. The winner is the one with the highest total weight of fish.

Tactics - before the match

1. Ring up the organiser and book a peg. You could ask for directions to the venue, or to sound more convincing, ask about bait bans (eg. bloodworm, joker, wasp grub).
2. Removing or changing around the peg numbers on the morning or the night before the match will cause confusion and maybe confrontation amongst the anglers.
3. Wire up access gates to the water.
4. Talk to local anglers on the same water or in tackle shops to find out the best day, weather conditions and stretch of water to fish from so you will know when and where to concentrate your sabbing.
5. Erect match cancelled notices around the match area.

Tactics - during the match

1. Blow the whistle 10 - 15 minutes before the start of the match is due to begin. Some anglers may begin fishing early and be disqualified. Similarly blow before the match is due to end, this might make some anglers pack up early.
2. Row up and down the river in a canoe or boat to prevent the anglers from casting or make them reel in. Go near to the line/float and disturb the surface of the water with the paddle to scare away the fish.
3. Swim, wade or splash your feet in the water (wetsuits, waders and wellies are advisable depending on weather conditions) to stop anglers casting and to scare away the fish. If you can remove the line from the water, but be very careful not to break or damage any tackle.
4. Make noise in the water by submerging objects (eg. dustbin lids and a spanner are very good for this) and banging them together to scare away the fish. Make noise above the water with whistles, shouting, airhorns, hunting horns etc. This has the added bonus of annoying the angler and distracting them from their enjoyment of the 'sport'.
5. Talking to anglers may disturb their concentration. Get factsheets from your local group to be able to argue against them.
6. Standing behind anglers may make casting more difficult and your shadow on the water will scare away the fish, especially if the water is clear and still.

7. Use poles (eg. long bamboo canes) to disturb the float/or line. Try to lift the float and/or line out of the water, but again be careful not to damage any equipment.

8. Throw twigs at the float or line so anglers do not know when to 'strike' (i.e. pull back with the rod) and the fish may take the bait but not get caught on the hook. Avoid throwing large objects as these could damage the fish. Also avoid throwing small heavy objects (eg. gravel) as the fish may confuse this for food and be attracted to the area.

9. Empty keepnets, ideally with two people in the water. Some keepnets have removable bottoms held on with clips. Others have only one way in and one way out - at the top. Ensure that the fish will exit the net downstream. Keep the net submerged at all times and do not touch the fish. Move the keepnet in such a way as to encourage the fish to swim out without touching the mesh. If in doubt, do not attempt it, as keepnets can do a great deal of damage to fish.

Pleasure angling

Pleasure anglers are easier to sab. They are more likely to pack up, as they are out for relaxation, peace and quiet. Use the tactics as above also:

1. Erect "No Fishing - Contaminated Water" signs or similar. Make them look as professional as possible.

Other possible tactics



1. Stretch a rope across the river then, with a person on either bank, move it along the surface to create a wake, so disturbing the float/line. Move the rope up and down to hit the water and scare away the fish.

2. Put a groundsheet with a string or rope on each corner onto the surface of the water with a person on each bank holding the ropes. The groundsheet is moved about to prevent the anglers casting where they want to. The sight of the sheet above the fish will also scare them away.

3. Water can be scooped up in a bucket and thrown at the float or line to disturb the water and scare away the fish. Clean up any litter and discarded fishing tackle. If left this could injure or kill fish, birds and other animals. We are the conservationists not the anglers who will leave this mess behind them.

Also take a camera with you to get pictures of dead fish, poor handling of fish, tackle victims, discarded tackle in the river, poor emptying of keepnets and so on. If you do get any good photographs send them to your local group. As they could be used as good evidence to get a local ban or restriction.

WARNINGS

1. Do not take dogs/pets to the bankside as they will be in danger from discarded tackle.
2. Do not pre-feed. Putting food into the water attracts fish, and any food not eaten would rot and pollute the water.
3. Do not throw tackle in the water. It is a danger to fish, birds and other animals. Maggots will also drown in the water.
4. Do not break fishing line for the same reasons.
5. Do not damage any of the anglers tackle or you might be arrested.