

# RUTLAND GUIDE FOR HARES

## Hares 'Responsibilities'

The idea of Hashing is that it should be fun for everyone, however, certain responsibilities fall to the Hares who, if they discharge them properly, can still have a good time.

First the bleeding obvious, choose a run site, preferably with enough parking space. If in a Pub discuss with the Landlord. Then check out your trail and set it, see guide below.

Let the Hare Raiser know well in advance (2 weeks) the exact location of the RV so they can inform everyone else in good time.

Rutland Hash have free (included in the run fee) snacks and drinks after the run, that is 'The Beer Box', soft drinks and crisps and peanuts. The transport and cleaning of the beer box etc. is the Hares responsibility, if you can't pick it up the week before arrange with someone else to do it. If supplies of the above are low they will need to be replenished by the Hares, give the receipt to Hash Cash for reimbursement.

Run fees for the Hares are waived, this is to cover the cost of Chalk and or Flour for setting the trail.

Many Hares, particularly if their run is marking a particular personal celebration, provide additional food and drinks. These are totally discretionary and will not be reimbursed. Do not feel compelled to provide additional items.

Make a note of any special or safety issues with your trail, to inform the pack at the opening Circle. Anything you say may be used in evidence against you. Select one or two Hashers to be Mystery RA's.

If possible, let as many people in and around your runsite know what is going on, highlight that it is a flour trail. If available put a message on the villages website.

## How to Set a Trail

These 'instructions' have been copied and pasted numerous times from other sources so please excuse any 'deliberate' mistakes.

- The idea of a hash is to have fun so if the pack isn't enjoying it you've wasted your time and theirs .
- When I said pack I meant the **whole** pack not just those front running bastards.
  - If you are at the back of the pack and not so fit it really is not fun to walk 10 miles and get to the end just as everyone else is going home. Also if you are old or fat or whatever you probably aren't as good at climbing HUGE walls, cliffs and things like that.
  - On the other hand if you are a dumb FRB then it sucks if you just run around the block so a good trail will have lots of loops, false trails and back checks

(ideally just over a fence) to keep the FRBs frustrated and the rest of the pack happy.


## Rutland Hash Markings

Rutland Hash Markings are unique, no other Hash uses the same basic marks or has so many different signs.


### The Basics


The trail is usually set in Flour and Chalk, however other media are available, Saw Dust, Paper, Pictures and rare these days a Live Hare trail.


The basic Marking are :-


Walking Check,  check it out but walk. Rutland do not run on a check.

Holding Check,  Wait for the last person or until the Hare says to break the check.


On Trail,  Follow the markings, after a check 3 marks and your On Trail.


False Trail,  go back to the check and look again.


Check Back,  where X is a number of marks to go back and look for a side trail.


Fish Hook,  All runners to go back to the last person, may have a number.

OK that's the simple ones out of the way, now for the additional ones.

Turkey Trail,  a shorter or easier trail.

Eagle Trail,  a longer or harder trail, could also be Condor or Albatross etc etc.

Whichy Way,  ? ? could be either way or both ways !!

Sweet Stop,  **SS** What it says, **BS** Beer Stop, ? First blob is on.

Now we've got that out of the way here is some more detail on the actual mechanics and techniques. It is not a race and all Hashers are 'equal', there are however those bastard FRBs and the lazy SCBs to take into account so plan appropriately. Since Rule 1 of the hash is "there are no rules" feel free to ignore any and all of the advice in a good cause.

## Scouting a Trail

**The RV** The first step is to choose an RV. Use your map and pick an area which has lots of paths. This may be a car park a roadside verge or even a pub. If you should choose a pub then let the landlord know what to expect and get his permission . Be careful about drinking hash beer on site, this is not usually permitted.

**A good trail will have variety.** That means it should have some bits where you have to crawl, walk, clamber, wade etc. but it will also have parts where you can just run without worrying where you put your foot next. Hills are good in moderation, so are rivers and railways but too much is as bad as none.

**Look at a map first.** Sadly it can be quite difficult to set a run in England due to the lack of a free to roam law so.....Unless you know the area intimately you will save yourself a lot of time if you look at a detailed map to see where looks promising before you actually run around. They aren't perfect - topo maps are better - but they are free and up to date, an Ordnance Survey map is great for finding areas you may not spot elsewhere.

**Plan the start (and end) of the run.** You need to ensure there is enough space for the number of hashers you expect (with suitable parking if people normally drive) and try and make sure the end of the run is somewhere where down-downs can be held without a lot of complaints from neighbours - unless of course you *like* talking to policemen.

**Find a good spot for an optional sweety or beer-check.** A beer check is a great idea for a regroup so if you have one put it about 2/3rds of the way. If you have more than one spread them out. Good places for beer checks have scenery (mobile or stationary) that hashers can leer at, sorry admire. Beer checks and sweety stops are optional and will not be reimbursed unless agreed with the committee in advance.

**Try not to be predictable.**

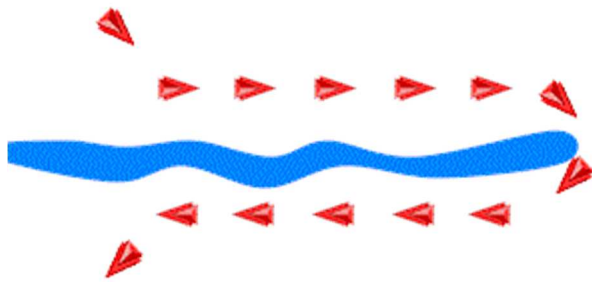


If every check has the true trail going left then after a bit even the dumbest hound will figure it out and stop checking right or straight on. So even if the trail is basically a clockwise loop plan the checks and back checks in such a way that the true trail goes a different way each time.

## **Keep it short.**

If it takes you, the hare, with your co-hare two hours to lay the trail it will take approximately one hour to run it. Use this rule of thumb to divide the laying time by two to get between 1 and 1.5 hrs. This is as long as the trail needs to be unless you warn people in advance. Unless you want to go out searching for the wounded and slow, don't make it a marathon. It is not essential to get every last fun bit onto your trail, you can always use some of them in a second trail and very few hashers complain about the trail being too short.

## **Make it shorter for the SCBs at the back.**



Think about tempting false trails, back checks and loops which add extra for the first few but allow everyone else to cut corners. There is nothing that cheers up the back of the pack more than to have the FRBs run past them regularly.

## **Avoid excessive shiggy without warning.**

If the pack is warned then you'll get the shiggy lovers and people will bring towels and a change of clothes. If you don't warn then you'll probably get a pack that likes pavement pounding and is scared of heights, darkness and mud. At the end of the trail you will get more whines than a liquor store. False trails into shiggy are fine though - that just gets the stupid FRBs.

## **Make it hard on the SCBs.**

Short-cutters deserve to get lost so try to find places where an SCB will think "I can avoid this by cutting left and running along the road" but where actually there is no way back onto trail without about 2 miles extra. If you have public transport available then using it for part of the run is a most excellent way to really screw up those not on trail.

## **Be careful of private property (especially in areas where they shoot).**



If you can honestly claim that you have run past NO "Private Property" signs where you could see them its much better (its OK to go past

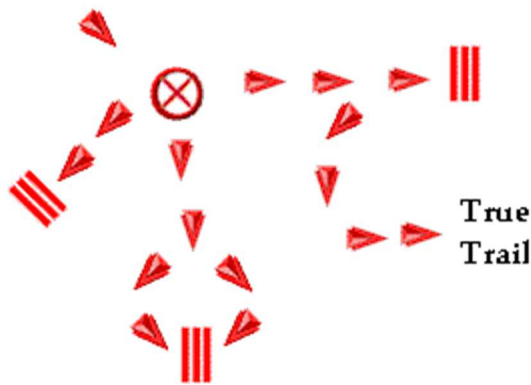
them on the way out.. "Oh was this private I'm soooo soooooo!!!!".) Remember that you as the hare are a single, silent person and will probably not be noticed by the rentacops or owners but the pack will be blowing whistles and shouting and there will be lots of them so the chances are that the back of the pack will be unpopular.

## Marking a Trail

### Mark the trail well

*There is no such thing as a too clearly marked trail.* It is not amusing to be continually wondering whether you are on trail and if you only lay trail well when you are trying to screw the pack up then at some point they'll work it out and short-cut round your clever detour. On the other hand there are sometimes places where you want the pack to go off trail or mill around in confusion so then hide the marks behind things rather than not put any down.

### Checks should be tricky



A good check will allow the back (or at least the middle) of the pack to catch up the FRBs. This means you should set checks in places where there are lots of places to look. Also a few false trails (the longer the better) are good, especially if they are set so as to be seen before the true trail.

### Backchecks should be convincing.

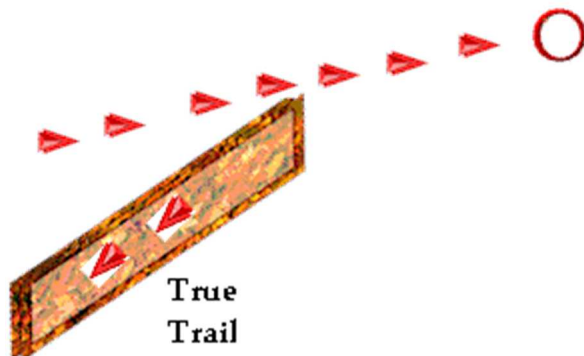
Especially if they involve hills, swamps or other things that the FRBs will prefer to try and short cut around. Good backchecks are convincing if it seems reasonable that the trail should go in that direction, so in a built up area a trail going down a street with a prominent "No Through Road" sign is not convincing (of course if there is another exit then you should use it just to piss off the SCBs who want to run around). Also the Back Check mark should not be visible from a distance (nor should the lack of trail markings afterwards so put the mark just around a corner or over a wall. Back checks near the end of a run are a good idea to get the pack to regroup as long as the pack either can't or doesn't realize it can short-cut the rest of the trail by running through the back check

### The difference between a check and a backcheck

- A check should be placed where you want the pack to wander around in confusion. A back check should be placed somewhere where its obvious that going back will put you on trail.

- Checks are placed in locations where its OK for the pack to run all over the place because they won't accidentally find trail that you didn't mean them to. Particularly in the case of pre-laid A->A trails, checks on the "out-trail" should not be too close to the "in-trail", otherwise you may find you have a very short hash!
- Backchecks on the other hand are placed in places where all you want to do is frustrate the FRBs. This means that it is a good idea to ensure that .

### Back checks should not be too hard



That is to say if the pack is running on trail and hasn't hit the back check it should not be able to see the way on but those FRBs who have found the back check shouldn't find it too hard to locate if they look in the right place (you

### Miscellaneous hints and tips

- Flour is not very visible more than 100-150 ft away unless you are high above it. Chalk is even less visible. So a cunning hare can hide "true trail" in a very obvious spot secure in the knowledge that other obvious blobs of flour are more visible. This is good for those circle jerks and the like.
- On the other hand flour is extremely visible from above so if you are going down into a valley, placing a check and then up the other side be aware that some one standing on the ridge may be able to see everything true and false that you have laid in the valley.
- Large grassy slopes and wide open fields are dangerous for a live hare. You have to be very sure that the pack will not be able to see you (from the start or on trail) as you are running across them (unless you want them to run in that direction that is). Also live hares should be aware that late-coming hashers may see part of your trail from the road if you are careless. This can lead to huge short-cuts and an embarrassing snaring.
- In areas where many hashes run try to ensure that your trail doesn't hit the trail of another hash of a couple of nights before. If it does then try and make it obvious which trail is the fresh one. People get very upset at completing the wrong trail!
- Make sure you know the marks used by the hash you are setting the trail for. Most hashes use arrows or flour to mark trail and use a circle with a cross in it to mark a check. The other symbols may vary.
- Stashing a bag of flour half way around saves on the arms.
- When its raining think about where you mark so that the marks don't get washed away. Its OK to always put arrows on the sides of walls but be consistent, don't put a couple of arrows on walls and the rest not. Also if the run was planned for dry weather consider shortening it because it always takes longer in the rain.

- Laying trail at night on streets is very simple as long as you remember to primarily put marks in street light. If you set the run at 5pm (when its light) look up at the lamp posts to discover which bits will be illuminated.
- Coloured chalk is not usually visible at night.
- When the trail gets complicated use more marks. Flour every 20 to 30 metres down to 10 metres or less in woods off paths.