



Welcome to the Fraser Valley Hunt!

Please follow the below guidelines to make the most of your day.

The Huntsman and the 'Whippers in' (also known as hunt staff) will be the first group travelling ahead with the hounds. No riders are to be a part of this group. When we have a check (a break), you will need to stay with your field (group), and keep well away from the hounds. Only the Huntsman and the whips may give instructions and speak to the hounds. This is for your safety and theirs. Speaking to the hounds confuses them and distracts them from the work.

If we are travelling on a narrow path and a hound appears beside you, call out "hound on the left (or right)". Continue on travelling with your group. As the hound approaches the next rider it is their responsibility to call out where the hound is for the rider ahead. Always keep your horses head to the hounds, to avoid a hound getting kicked.

Please ensure that all your tack is in good repair and appropriately fitted to your horse. If you have a hireling (rented horse), double check all the tack. Please ensure that the ends of leather are tucked into keepers, the noseband is properly adjusted, stirrups are adjusted to your leg length, and that the stirrup leathers and girth are in good repair.

For hunting, we normally have our horses bare legged (no boots). Boots can be lost on the mud. If your horse requires bell boots, we recommend the pull-on rubber type. Rubber reins are recommended over leather laced reins, particularly in the rain. If you require a martingale, a running martingale is recommended, as standing martingales can be dangerous out in the hunt field. When using a running martingale, be sure to have keepers on the end of your reins so that the loops of the martingale do not get caught on your bit. Hoof boots are not recommended for hunting. The territory we hunt on is not suitable for their use. In the event you lose any tack, the hunt field cannot wait while you locate your missing item.

It is natural for your horse to be extremely excited to be out with a herd in open fields hunting. They are usually the most excited for the first two runs and then settle down. We recommend that you use a stronger bit than you would for arena work. For example, if you normally ride in a snaffle, you may want to use a kimberwick, 3 ring, or pelham. If you have to increase bit strength for your horse at a horse show, you will need to do the same for hunting. We

recommend you speak with your trainer/coach to decide which bit is the most appropriate for you and your horse.

In an arena, circling is often used to help slow and balance our horses. This is not recommended, nor is always possible, on a hunt. We often must “keep to the headlands” (stay on the edge of the farmer’s field), or ride along a narrow path or dyke. Making “s” turns to laterally get control of your horse is what you will see the experienced riders do to slow and balance their horse. If your horse gets extremely excited and difficult to handle, please let your field master know as you may need to drop back fields, and even may need to be ponied. Do not be shy about speaking with your field master. Your safety – and enjoyment – are very important to us.

If you need to dismount for any reason, please try and do so at a check. When you do, you need to let another member know you are dismounted and alert the field master. The field master will then make sure that the field does not move off until you have remounted. If you should have to end the hunt early and return back, you must check in with your field master prior to leaving.

Always listen to and stay with your field master, at checks and during runs. They know where we are allowed to ride and what the land owners have asked. We never want to jeopardize our land-owners generosity.

If you are under 16 years old and not riding with a parent or guardian, please let your field master know prior to departing. Please provide your field master with your parent or guardian’s cell number, and the name and contact of the person with whom you are travelling.

In the event of a rider falling, one person should stay with that rider to assist and if possible a second person should go and alert the field master.

Tally Ho!