

Foxhunting Terms

- All on** – all hounds are present
- Away** - when a fox has left a covert
- Babble** – to give tongue on scent other than fox, or no scent, or scent too faint to follow
- Bitch** – female hound
- Blank** – when a fox (or other quarry) is not found
- Brace** – two foxes are a brace
- Brush** – fox's tail
- Buttons** – special buttons that are put on your hunt coat after you've earned your colors
- Bye day** – day of hunting that is not on the fixture card
- Capping fee** – money paid for a day of hunting by non-members
- Cast** – when the huntsman tries to get the hounds to recover lost scent
- Check** – when scent has temporarily been lost
- Coffehousing** – when members of the field are chatting and not paying attention to the hounds
- Colors** – hunt clubs will award colors to deserving members; they then wear special buttons and a collar in the hunt's colors on their hunt coat
- Coop** - a type of jump used as a hunt panel
- Country** – the area that a hunt is allowed to hunt
- Couple** – hounds are counted by twos – 10 hounds is 5 couple; 11 hounds is 5 ½ couple. The collars and piece that connects them that keeps 2 houns together is also called a couple
- Covert** – pronounced like cover – a patch of woods or brush where a fox is likely to be found
- Cry** – the sound given by hounds while hunting
- Cub** – a young fox
- Cur, or cur dog** – any dog other than a hound
- Cubhunting** – less formal hunting in late summer/early fall – a good opportunity to train young hounds and horses, and a time for learning by young foxes
- Den** – where a fox lives, usually a hole in the ground
- Dog hound**– male hound
- Dog fox** – male fox
- Drag** – a drag hunt is a hunt where a scent line is laid by a person
- Draw** – to look for a fox in a covert
- Draw a blank** – when hounds do not find a fox in a covert
- Earth** - a den or hole where a fox goes to hide
- Entered hound** – a hound who has hunted
- Feathering** – when a hound waves its stern (tail) to indicate that it has found a faint line
- Field** – all the riders on a hunt, except the staff
- Fieldmaster** – The person who leads the field. This may or may not be a Master of Hounds. No member of the field should pass the fieldmaster.
- Field Secretary** – the person who collects the capping fees and assists field members
- First flight** – the riders who hunt in the front of the field
- Fixture** – a place where the meet is
- Fixture card** – printed schedule of hunt meets
- Full cry** – when the entire pack is speaking on a line
- Give tongue** – when a hound vocalizes when on a scent line
- Go to ground** – when the hunted fox takes shelter, often in a hole, brushpile, or pipe

Hark – 1. Be quiet and listen 2. When hounds run to a hound who is speaking on a line and back him up

Heading a fox – causing a fox to turn from his planned route – not a desirable thing

Hilltopping – following slowly behind the hunt, not staying with the field - a lot of time is spent standing on hills watching and listening

Hold hard – stop immediately!

Honor – when a hound speaks on a line that another one has already spoken on

Hound – canines used for foxhunting – recognized breeds in the US are English foxhound, American foxhound, crossbred foxhound and Penn Maryland foxhound. Beagles, basset hounds and harriers are also hounds.

Hunt – to chase quarry

Hunt breakfast – a meal after hunting, no matter what time it is

Huntsman – the person who hunts the hounds, and is usually in charge of the care and breeding of the pack. The huntsman is sometimes an MFH, and can be a professional or an amateur.

Joint meet – when 2 or more packs of hounds hunt together

Kennel – the building where the hounds live

Lark – the jumping of unnecessary jumps

Lift – to take the hounds to another spot while out hunting

Line – the scent trail of the fox

Mark – short, sharp barks by a hound that indicate the fox has gone to ground

Mask – the fox's head

Master of Foxhounds (MFH) – the person or people (joint MFHs) who are in charge of the hunt and hunting

Meet – the place where the hounds and field meet to begin a hunt

Nose – a hound's ability to find and follow scent

Open – when a hound first gives tongue on a scent

Opening meet – the first hunt of the formal hunting season

Pad – a fox's foot

Panel – a jump built into a fence line for hunting – usually a little smaller and more inviting than the line fence

Puppy – a hound before it has been entered

Quarry – the animal being hunted. In the US, coyotes are the most common quarry. Red fox, grey fox, bobcat and boar are also hunted.

Ratcatcher – informal hunting attire – tweed coat, brown boots and helmet, colored stock tie or necktie

Rate – a warning given by hunt staff to correct a hound

Riot – when hounds are hunting any quarry other than the intended quarry

Run – when hounds are on a line and hunting

Running heel – when hounds are hunting a line in the wrong direction

Scent – the smell of a fox that the hounds follow

Speak – when a hound gives tongue

Staff – the huntsman, whippers-in and fieldmaster

Stern – a hound's tail

Territory, or country – the area designated by the Masters of Foxhounds Association where a hunt is permitted to operate

Thruster – a member of the field who rides in the front

Tongue – a hound's voice

View – to see the fox

View halloa – the high-pitched cry given by a staff member or a field member when a fox is viewed

Vixen – a female fox

Ware – short for beware – used to indicate a hole or other danger to riders behind

Whelp – an unweaned hound puppy, or the act of having puppies

Whipper-in – staff members who assist the huntsman