

## THE WHIPPER-IN

General: The Whipper-in is the eyes, ears and strong right arm of the Huntsman. In many respects, the Whipper-in has a more important job to perform than does the huntsman and can make or break a day's sport by the alert performance of his duties.

### 1. A Great Whipper-In Must:

- A. Know all hounds by name, personality and voice.
- B. Know and understand game and its movements. This holds just as true of riot as it does of foxes and bobcat.
- C. Be well mounted on a fit, well-mannered horse.
- D. Know the hunt country perfectly including the landowners where possible.
- E. Be able to use a whip proficiently when the situation calls for its use.
- F. Understand the fine points of pack discipline and how and when it should be applied and in what measure.
- G. Be possessed of a clear, strong voice for halloaing.
- H. Understand the different calls on the huntsman's horn and voice.
- I. Be willing and able to come to the aid of the huntsman when he calls for assistance.
- J. Be willing and able to obey commands from the huntsman immediately and without question when in the field. If questions are raised by a given command, please save them for later when there is a chance for deliberate conversation. This ability may some day save the life of a hound, horse or rider or prevent possible crop damage.
- K. Be willing to concentrate on the job at hand and save coffee housing with the field for after the hunt.
- L. Be able to anticipate situations, i.e. potential riot, electric fences (hot wire) to be crossed, gates to be opened before they happen.

- M. Be ever alert to situations in which he can help the huntsman to provide a better day's sport.
- N. Be willing to set an example for all to follow in turn-out of rider, horse and tack at a meet.
- O. Be willing to accept the responsibility and authority that goes with being a member of the staff of the Hunt.
- P. Be able to make decisions in the absence of the Masters, huntsman or professional whipper-in.
- Q. Be willing to make instantaneous decisions concerning events in the hunting day and stand by them. Example: Hounds are running. You see several experienced hounds pull out of the race. The huntsman is on the other side of the covert cheering them on. Should you stop the lead hounds?
- R. Be willing to attend at least 75% of all meets during the hunting season.
- S. Be willing and able to assist the huntsman with hound exercise when needed.
- T. Help the huntsman count hounds when he calls them out of covert, and at the end of the day.

## II. The Meet:

- A. All whips should arrive at the meet a little early in order to be mounted first.
- B. Help with loose control of the pack at the meet. This should not require a lot of noisy rating or whip-cracking if hounds reactions are anticipated.
- C. Check with the huntsman for the order of draw.
- D. As hounds move off, two whips should be in front and two whips behind the pack.
- E. One whip should get to all road crossings ahead of the pack.

## III. The Draw:

- A. In the case of a predetermined covert, whips should get into position around it as quickly and quietly as possible.
- B. In the case of a continuous draw through open quail woods, whips should flank the pack by about 200 yards on either side.
- C. The main idea is to be in a position to holloa away a fox or to stop potential riot.
- D. Be alert for hounds hung in wire; hounds that have been bitten by a snake (generally signified by a sudden yelp of pain or a hound that shows any swelling or loss of motor control); a hound caught in a trap.

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- E. One whip should remain with the huntsman at all times.
  - F. If you view a fox, do nothing until he is out of sight. Mark the spot well where you last saw him and gallop to the line he took. Face your horse on the line in the direction he took and point your cap in that direction holding it extended at arms length. At this point, holloa as loudly and clearly as possible for the huntsman. In many instances, hounds may answer the holloa ahead of the huntsman. Never let just two or three hounds get away forward on a line, but hold them up gently until the bulk of the pack or the huntsman arrives, then let them go on. If hounds go away before he arrives, go with them.
  - G. On a windy day, all whips should be careful to relay all calls since it may be impossible for the huntsman to hear a holloa from downwind.
  - H. When the huntsman arrives with hounds to a view holloa, the whip riding with him should help to keep hounds from running heel way on the line.

#### IV. The Chase:

- A. A good whip will either ride forward of the hounds and without interfering with the race try to get a view or else come in to ride with the huntsman. This will depend on the country.
- B. In the event of a loss, you should quietly get well downwind from the check and attempt to view your quarry.
- C. If the pack should split, you should stop the portion that the huntsman is not with and lift them to the huntsman.
- D. Care must be taken not to turn the fox if it can be avoided.
- E. The forward whips should cover all road crossings before the pack arrives whenever possible.

#### V. Going Home:

- A. Count all hounds as soon as possible and inform huntsman of your tally.
- B. Look for any hounds thrown out in a race.
- C. When driving laggard hounds out of covert, never get between hounds and their huntsman.
- D. Help the huntsman control the pack while going home and load the hounds once back at the meet.

#### VI. Conclusion:

- A. The position of whipper-in is an honor and privilege conferred by the Masters on those persons whom they feel can best help with hunting the hounds. With this honor goes responsibility to the pack and the huntsman and the day's sport. Nothing is more abominable nor can ruin a day's sport faster than a noisy, abrasive whipper-in galloping here and there and generally making a mess of things. Nothing can help to provide better sport with a pack of hounds than a well mounted, efficient whipper-in who does his job quietly and thoroughly; one who loves his pack of hounds and always seems to be able to anticipate a situation.

Remember great whippers-in with a good pack can provide sport with only a mediocre huntsman. The greatest huntsman alive cannot provide mediocre sport with a great pack if his whips are poor, untalented, and disinterested.

WHIPPER-IN CHECK LIST

- 1 pr. of couples
- 1 wire cutter
- 1 whip with minimum 5 ft. lash and popper
- 1 extra stirrup leather worn over right shoulder outside the coat.  
with the loose end pointed down and tucked into coat.
- 1 hunting horn (in case of Joint Master and Professional Whipper-in only)