



THOUGHTS ON WHIPPING-IN

As a Whip, your first and foremost responsibility is to the pack, its safety and to assist in control and hunting as needed by the Huntsman. There is NO room for egos in a day's hunt. As a Whip you serve at the direction of the Huntsman and are by proxy an extension of her/his authority with hounds and the hunt on any given hunt morning.

The first quality you should possess is loyalty to the Huntsman. If you are not a help, you are a HINDERANCE and should ride in the field, not as staff.

Remember that Whipping-In is a working position, even though you might be a paying hunt member, if you have made the choice to Whip In, you have taken on the responsibility to serve the HUNT on that day. So, remember your manners and be aware that what you do and how you do it reflects on the hunt club and the day's sport in general.

Some thoughts that may assist you in executing a Whip's duties:

- Be as quiet as possible around hounds. Hounds do best whether roading or standing around at the meet without lots of shouting. Excessive noise makes them nervous and can scare new puppies in the pack. Use guttural voice tones when rating a hound for small infractions, and save the big shout and whip cracking for when it's really needed, such as stopping hounds on riot. It is important to use similar tones of voice and the same vocabulary as the Huntsman. Knowing as many hounds as you can by name is also a fantastic help during the day.

- While roading hounds to and from the draw and while hacking home, a Whip should remain alert and not be chattering away with hunt members, other Whips or the Huntsman until hounds are safely cast or back at the trailer. At day's end YOU are still on the clock, so remember your responsibility. Also, while roading, if you are on the left side of the pack, you stay on that side, on the right, you stay there. DO NOT SWITCH SIDES; all that movement is untidy and unruly for the hounds. Take responsibility for YOUR position.
- When hounds are cast, you should be alert – not fooling with horse tack or anything else that might distract you. You are the eyes and ears of the Huntsman for YOUR position!
- Forward Whips will watch for game or riot and assist as necessary.
- If you view quarry, let the Huntsman know immediately; keep info short if you are on the radio as to where you are EXACTLY, which way the game was headed. Then proceed to the spot where it disappeared from your view with horse pointed towards the line, cap off or whip pointed, you should holler and continue to holler until hounds and Huntsman can be seen coming.
- Riot should also be reported to the Huntsman. If deer are seen leaving a cover, even if hounds have not opened, it is a good idea to go stand on the line, and if any hounds come out on the line whether open or not, you stop them HARD! Rating them harshly and loudly, cracking whip, striking hounds as needed to stop them. VERY IMPORTANT that they know riot hunting will not be tolerated!
- If the pack splits, stop the faster of the two groups. Never let a small group off to hunt by itself! The faster you turn these hounds, the faster they can return to the remainder of the pack. So think and act quickly! Also critical to remember: NEVER wait on a couple of hounds. If the chase is on, they will come on their own. If not, they needn't be in the pack! So if 95% of the pack is going, do not waste effort on stragglers. Be where you can help most.

A Whipper-In doesn't need to be fast so much as he/she needs to think, plan and BE THERE. Speed on your horse will be needed sometimes, but the best Whips can follow the hunt's progress from their distant view and judge when their assistance is required.

These are some of the basic ideas for Whips to remember and think about if you decide to take on the task of Whipping-In.

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