

There are time-tested techniques that will make your trail better. This Hare Guide is meant to show you how to set a hash trail.

WHO SHOULD HARE?

Everyone should hare. If you are new, have questions, need hare help, or want to sign up to hare, contact the Hare Raiser. The Hare Raiser will help guide your way in this fun and exciting process.

WHY SHOULD I HARE?

Until you hare, you can never truly appreciate a well-laid hash trail. The adventure of finding a location, the challenge of crafting a fun and exciting trail, and the thrill of laying a live trail while being hunted down by a pack of thirsty hounds are all part of the fun.

Hares hash for free, but must buy their own Hare Products (flour, beer (for beer checks only), water, ice, etc...). The hare will be reimbursed up to \$30 for their materials, turn your receipts into the Hash Cash to be reimbursed.

WHERE SHOULD I HARE?

If you want good attendance, you should set trail close to the city, a good mixture of shiggy and urban trail will bless most pack members! Be aware of posted no trespassing and no alcohol signs.

THE TRAIL

Trail should be between than 2-5 miles, and have only one or two beer (or shot) checks. A walker should be able to walk your entire trail in 2 hours.

Trails can either be A-A or A-B

An A-A trail is when you either end where we started OR within ¼ mile of where the trail started.

An A-B trail is when you end in a different location than the start. If you do an A-B trail, it is the hare's responsibility to make sure the beermeister coolers make it to the end and that the pack has transportation back to their vehicles at the start. This is usually done by having a B Van (a volunteer to drive all the shit to the end and bring the pack back to their cars.)

Locations should be easily accessible but remote is always good, uninterrupted beer drinking with spectacular views is preferred. Be sure that your trail ends in an area in which circle can happen.

Avoid private property, unless you have permission. Make sure you go back later to pick up your Beer Check. Make sure there is enough legal parking, a place where the pack can openly drink beer without fear of "The Man." Situate Chalk Talk so that the pack can't see you run off at Hares Away. The Hare Arrow at chalk talk should ALWAYS point in the direction that the hares are running to start trail. Avoid starting where families and children gather.

SCOUTING

Trails are best scouted by foot. The more time you spend scouting, the better your trail will be. Try to find some interesting things in the shiggy that you want to take the pack through, these are what people will remember about your trail. Look at road maps or satellite images (Google maps or Google Earth) to find other interesting places and connections that may not be obvious from walking the area, then go to them on foot.

Rehearse your trail, walk it at the same time the pack will be on your trail. It should take you no more than two hours to walk, not run. Don't forget to add in time for your Beer Check.

BEFORE TRAIL

If trail is A-B, the Hares are responsible for getting a B-Van to transport all the hash bags, beer, and snacks from the beginning to the end. If you need help getting a B-Van, contact the Hare Raiser. It is entirely possible for one of the hares to drive the B-Van.

If trail is A-B, Hares must have a map to the end and place it in an easy to find spot at The Start.

By the Wednesday before trail, post your trail info on the yahoo groups or email the Hare Raiser your trail information and the Hare Raiser will post it for you.

In your post specify:

“Who” - the hare or hares

“When” – Is the hash, put the day and date. Saturday and Sunday trails are typically 11:30 Show, 12:00 Go. Please try to be as consistent with this as possible to keep continuity.

“Where” – Is the Start? Is there an address? If no address, type out directions from downtown.

“What” – to bring. Bring: \$6 Hash Cash (for Saturday and Sunday Trails) Virgins/Visitors, Vessel, Whistle, Water (in summer) and a thirst for the Golden Nectar.

Finally, leave any special instructions for pack along with Hare Contact info.

Below is an example of a Hare posting:

Sunday, Sunday, Sunday, January 27th, Join Plumb Poker and Updrunk'd the Junkie for Sacto H3. 11:30am SHOW 12:00 noon GO.

To get to the Start:

From Downtown.

Take the 50 East.

Exit Hazel.

Turn left on Hazel.

Turn Left on Gold Country Blvd. (2nd Stop Light)

Turn in on your 2nd right. DO NOT turn into the Hatchery Parking lot.

You want to turn in at the park entrance. (There are 2 Nimbus Rd.'s, turn right on the 2nd Nimbus Rd.)

Gravel lot immediately on your left. Look for Hashers.

Bring:

\$6 Hash Cash

Virgins/Visitors

Change of shoes (if it's raining)

Vessel/Whistle

Warm clothes for the On In.

A thirst for the Golden Nectar

Trail will be A to B. B van will be available to transport anything you need to the end.

Dog friendly, not stroller friendly.

Any questions, Contact Updrunk'd the Junkie (xxx)xxx-xxxx

On On!!!!

If you need help, contact the Hare Raiser.

LAYING TRAIL (Hares Away!)

Being a live hare is absolutely the best hashing experience there is! You may chose to pre-lay portions of your trail, but there is no better feeling than to have the adrenaline of the pack chasing you down and staying one step ahead as a hare.

Trail should be easy to follow. Ten pounds of flour per mile is a good rule of thumb. Stash some flour out on trail so you won't have to carry all your flour from The Start. If you are using chalk, make sure it is visible (white chalk works the best).

Don't try to be tricky. If your trail changes directions, the change must be clearly marked by using an Arrow, Whichy-Way or utilizing a Check. Use a lot of marks when setting trail. Marks should be within visible distance of each other, and never hidden. The idea is for the pack to be able to follow your trail, easily. A good hare slows down the pack by using Checks, Whichy-Ways and Back Checks. Not by making the pack hunt for marks and possibly losing the trail.

AFTER TRAIL

The hare is responsible for finding any lost hounds on trail. If the pack has lost your trail, you fcuked up. Hares must also make sure the Hash beer (provided by beermeister) is at the end and ready for the pack as they come in. Also, pay attention to who your FRB is (Front Running Bastard) and your DFL (Dead Fucking Last).

Congratulations! If the entire pack made it to the end, then it's a success. Now it is time to celebrate your achievement and be honored by your RA or ridiculed by your pack members for laying a SHITTY TRAIL.

Remember, you will never lay the perfect trail. Every time you hare, you will learn something different. Do not get discouraged and reach out to other hashers to hare with.

Sacramento Hash House Harriers hashes the 2nd Saturday or Sunday of each month (usually Sundays). Typically hash starts at 11:30 and the hares away at High Noon. Any questions about haring or to reserve a date to hare should be addressed with the Hare Raiser.

Current Hare Raiser for SacH3 is Updrunk'd the Junkie
Contact info: brett.ewing@yahoo.com or (702) 403-8032

TRAIL MARKINGS

These are the basic Trail Marks used in Sac H3



On-On!

Three or more of these and you're on track. Signal the pack by yelling "on-on" and/or two quick blows of your whistle. On-On's should be within visible distance of each other.



Check!

Used by the hares to change direction on trail, or to slow those FRBs in order to keep the pack together.

Trail could go in any direction, 369° or more! Tell the pack by yelling "check" and/or one long blow of your whistle.

Every side of the check can be marked. However, the correct trail will have three on-ons, incorrect trails will have less than three on-ons, a false trail mark, or a back check.



False Trail! (YBF!)

Trail is not this way. Turn around and follow on-ons to the last check, then search a different direction.



Back Check (Check Back)

Start going back the way you came, counting the number of on-ons. Any number can be used. In this example, count back six on-ons. The sixth on-on is now the same as a check. Trail could go in any direction, 369° or more!



Hare Arrow, True Trail!

An arrow only used by the hares, this signifies that you are indeed on true trail. Good job, well done, on-on! Brag to the pack by yelling “true trail” or “hare arrow!” The hare arrow always points in the direction of trail, starting at chalk talk.



Beer Near!

One of our favorite trail marks! You have found beer! Look nearby for where the hares have stashed the golden nectar. Drink it down, down, down, down. Trail could go in any direction, 369° or more, after the beer check.



Whichy-Way?

Which way does trail go? Trail will only be marked on one side. The side pointing away from trail will have no marks. Look hard to find the one on-on, and you’ve found trail.



On-Across!

Used to tell the pack they must cross an obstacle where the hares cannot mark until the other side has been reached. This mark may be used for roads and water crossings. Get to the other side and look for trail. The next mark should be visible immediately upon reaching the other side.



Turkey - Eagle Split

Not to be confused with tough and easy, a turkey - eagle split gives those turkey types an escape route. Eagles will be presented a more challenging route, while turkeys will take the easy way out.

If there is a part of your trail that not everyone could do, you need a T-E split.



On In!

You've found one of the last marks for the day, beer is near, and so is the end of trail. Hares use this mark to give the pack hope that their s-h-i-t-t-y trail is almost over. Keep going to the on-in for golden nectar, snacks, and circle!