

## Motown Ann Arbor Hash House Harriers / Hare Checklist

Have information to Hare Raiser and Webmaster as early as possible. No later than Wednesday of the week of the hash or earlier. Less people may show up if you delay.

Preliminary information is OK as long as it indicates day, start time and approximate start location. This is very important especially for visitors trying to plan ahead.

Have final information in no later than Friday so the website and hotline can be updated.

Basic information required is indicated on the next sheet.  
Use as a guide to send to the Webmaster and Hare Raiser.

This information below is provided mainly to help new hares in setting trail.

### Planning:

- If you are a virgin hare you it is suggested that you ask someone else to help you.
- Verify the actual route distance using GMaps Pedometer, the USATF website, or MapMyRun.com. These all have map tools to help check routes and distances.
- Become familiar with the route to make sure that you do not cross private property, or get lost.
- If pre-laying trail, make sure that sections of the trail are not too close to each other.
- For pre-laid trail act as a sweeper following the pack to insure that nobody gets lost.
- Plan for walkers. Have an alternate shortcut route to allow them to get to checks and finish close to the same time as runners. For planning assume a 20 minute per mile walker pace.
- Use flour, chalk, or pieces of drywall to leave marks for the pack to follow. Make sure that you have enough material to clearly mark trail. In winter you may have to add colouring to contrast with snow. Carpenters chalk and tempura paint are options for this. Trail marks should be environmentally safe to 'Leave No Trace'.
- Marks should be a relatively constant distance apart. Usually not more than about half a block, depending on the terrain.
- A tennis ball dipped in flour also leaves a nice mark when used on pavement or sidewalks.
- Leave marks where they can be seen clearly, such as on trees, manhole covers, sidewalks. Avoid leaving marks on the edge of streets where cars can park on block them, or traffic can remove them. If changing direction, such as crossing a street, leave an arrow.
- Marks should follow a general path or direction. Any changes should be marked with a check or hare arrow.
- Do not use too many back checks or you may confuse the pack, and yourself. Short back checks are a useful tool in gaining time on a live trail.
- Always make sure that you have a minimum of 3 marks between checks. Do not have a check on a False trail.
- For beer checks always have some water available. Try to locate in secluded areas. Consider getting an assistant to drive a beer wagon for you, or park a car that a walker could then drive to the end. If leaving a cooler of beer make sure that you are not being watched so that it is still there when the pack arrives. Don't forget your keys !!
- In cold weather try to keep the final beer check within ½ mile of the end.
- Hares are responsible for providing all supplies for the hash trail, including flour for marking trail, and beverages for the beer check.
- Leave marks at the start location so that if anyone arrives early they will know that the hash will be there. Be at the start location a few minutes before the hash is supposed to start.
- As a guideline try to set a trail of approximately 3-4 miles of true trail. Shorter and longer (death march) trails are OK also. Make sure that everyone can finish the trail before it gets dark. This is especially important in the winter when it gets dark earlier. If you think it may get dark before everyone can finish (such as a Full Moon hash) advise the group to bring flashlights in the information.

## Motown Ann Arbor Hash House Harriers / Hash Information

Please fill in the information and send to the webmaster and hare raiser as early as possible.

**Hash Day / Date:** Standard day is Sunday, but Saturday or other day for special events is OK

**Start Time:** Standard time is 3:00 pm hash time / 3:30 pm real time.  
Early starts are OK as long as noted.

**Start Location:** Indicate street address with cross streets, and add internet map link

**Trail Notes:** Most trails are A-A (start and end location are the same). If running an A-B (start and end at different places) please indicate this and plan for how to get hashers back to the start. Indicate if stroller or dog friendly.

**On-After:** Note location if different from start. Give street address and cross streets. Contact On-After location in advance to verify that group size will be OK. Some places may need to add staff if a large group is coming.

**Contact:** Give phone # to contact if lost

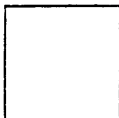
**Directions:** Indicate directions from a major highway and include exit number and any landmarks

## Motown Ann Arbor Hash House Harriers / Standard Trail Marks

MoA2H3 standard trail marks are 3 marks (blob of flour, chalk mark, occasionally toilet paper) for true trail. Changes in direction (checks) are indicated with an 'X'.



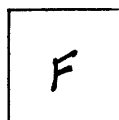
**Standard Trail Mark:** Typically a blob of flour, but could be a chalk or drywall mark, arrow, or even a piece of toilet paper. A minimum of three (3) marks is required for a true trail. If you run out of marks you are either lost or on a false trail. Return to the last known mark, or last check.



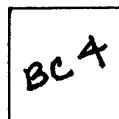
**No Marks:** You are lost, not on trail or SOG. Do not blow your whistle or call On-On. Listen for the pack and try to find trail marks. If you are SOG then proceed with what you are doing



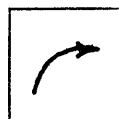
**Check:** A flour or chalk 'X'. This indicates trail may go in any direction. When you see this call 'check'. When checking for a trail and you see marks do not blow your whistle or call On-On until you have seen (3) marks. Call 'On 1' and 'On 2' until you see the third mark to indicate true trail. If you continue on and see an 'F' or BC #' then this particular section is a false. Return to the check and try a different direction. Indicate that this particular section of trail is false by adding a pack comment to the check before checking another trail direction. Checks help keep the pack together, and help slow down the pack.



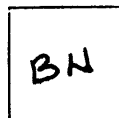
**False:** A dead end or false trail. Even if you have seen (3) marks you may still encounter a false. Return to the last check and try a different trail direction.



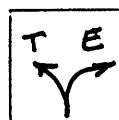
**Back Check (any number):** Back check. Similar to a check, but requires ciphering skills. It means you must count back the number of marks indicated. That mark then becomes a check. Hares use this to force the pack to run in the wrong direction. For example if you see 'BC 4' it means count back (4) marks. The 4<sup>th</sup> mark will become a check.



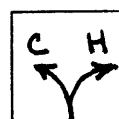
**Trail Arrow:** the same as a trail mark. Hares leave these to indicate direction changes, street crossings, turns, etc. They still count as marks and falses still could be encountered. Arrows never lie (but hares do...)



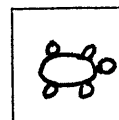
**Beer Near:** and there is much rejoicing...this is why we run. Beverages should be nearby, but may be partially hidden to avoid discovery by civilians.



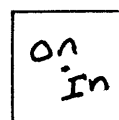
**Turkey - Eagle Split:** Trail goes in different directions. Turkey trail is usually shorter, Eagle trail longer.



**Chicken - Hawk Split:** Same as above but used by Looney Tunes fans. Chicken trail is usually shorter, hawk trail longer.



**Turtle Check:** Not commonly seen. Hashers must wait until everyone is at check before continuing. If the turtle has a number in it, it means that that number of people must be at check before continuing. Occasionally hares will use this to make sure the the pack is together before going into a particularly confusing or difficult trail section.



**On-In:** The end of the hash

## Motown Ann Arbor Hash House Harriers / Terminology

Hare	the hasher setting the trail for the pack to follow
Live Hare	a hare who does not preset trail. Usually gets a few minutes head start. The pack tries to snare the hare while they lay trail. The hare is safe if they have reached a beer check or the end before getting caught.
Dead Hare	pre laid trail. Hare usually stays with the pack to sweep trail
Harriers / Pack	the pack chasing the hare
Hare Raiser:	hasher responsible for getting people to act as hares.
Fat boy	a short, walking hash. May be less than one block long
Shiggy	good hashing terrain. Unpaved trails, thorns, bushes, trees, weeds, etc. The places that civilian runners would consider poor conditions
Civilian	a non-hasher
Virgin	A first time hasher
Visitor	guest hasher from a different hash kennel than the host hash
Hash name	after several hashes and/or when you do something particularly stupid, you will be given a hash name. From then on you will forever be known in the world of hashing by this name...until such time as the hash decides to change it. If you like your name, the hash will probably change it to something else. Your hash name will be somewhat irreverent and not politically correct
Just (Your Name)	your civilian name until the hash sees fit to name you
'On One'	call this after when you see the first mark after a check
'On Two'	call this after when you see the second mark after a check
'On On'	call this after when you see the third mark after a check means you are on the true/correct trail (blow your whistle now !)
'Are you ??'	question for asking a stray hasher if they are on trail
'Checking'	answer to above question if you don't know whether or not you are on trail
'Lost'	answer to above question if you don't know where the trail is
Beer Near	there are beer / beverages are somewhere close by
On In	End of the trail
On-after	social after the hash with food and drink. Usually at a bar, or hashers house
FRBs	'front running bastards' Faster or smarter hashers who are in front of everyone else
SCBs	short cutting bastards. Hashers who short cut or do not follow the true trail, such as SOG
SOG	an experienced hasher who is rarely if ever to be seen or trail. If you are running with SOG, you are probably NOT on trail, but you may snare a hare, or just become hopelessly lost and have a nice long run in the general area of where the hash trail is.
DFL	Dead F%cking Last
Circle	hashers circle up before a hash to listen to the hares go over the details of the trail and introduce themselves, and after the hash for ceremonies.

Ceremonies	after the hash where songs are sung, namings occur, accusations are made and down-downs occur
Accusations	a real or imagined infraction of hashing rules (there are no rules in the hash), or stupid behavior witnessed on trail. Also may include overachievement or participation in a sanctioned r#ce. These are punishable by down-downs. False accusations are also 'punishable' by down-downs.
Down-down	the downing of a glass of beer (water or other beverage for non-drinkers), after which the vessel is emptied over your head to show that it is completely 'downed'. The drink must be completely downed without leaving your lips. Each hash has different down-down etiquette.
Hash cash	money contributed at the end of the on-after to pay for the beverages and food at the bar. The cost may vary depending on the hare and venue.