



**TENNESSEE VALLEY
HUNT CLUB, INC.
HANDBOOK**

MASTERS OF FOXHOUNDS

Mr. Ryan Johnsey, Prof. Huntsman
Mr. Ryan Broyles

STAFF

Professional Huntsman

Mr. Ryan Johnsey

Honorary Whippers-In

Dr. Fran Wheeler
Mrs. Casey Johnsey
Mr. Ryan Broyles, MFH

HONORARY SECRETARY

Mr. Ryan Broyles, MFH

CAPPING FEES FOR NON-SUBSCRIBERS

Adults: \$100 for weekends and special hunts
\$75 for week day hunts

Juniors: Free any time
(once a season fee of \$100)

Guests are welcome with permission from a Master

Guests must:

1. Be introduced to the Master of Foxhounds and the appropriate Field Master.
2. Register with the Hunt Secretary.
3. Sign proper release forms, show proof of negative coggins, have a current TN hunting license and pay fees prior to hunting.
4. Must ride with host in the hunt field unless invited by a Master to do otherwise.

It is a subscriber's responsibility when bringing a guest to ride with that guest, advise him or her of their duties and assist him or her as needed.

Proof of negative Coggins MUST be registered with the Hunt Secretary prior to any participation for each horse.

SUBSCRIPTION REQUIREMENTS & GENERAL RULES

- A. Subscription is by invitation only at the pleasure of the Masters. All subscribers are requested to return application annually with appropriate fees.
- B. Subscription is not transferable.
- C. Subscriptions are payable annually by June 1st or upon receipt of an invoice.
- D. All financial obligations are payable at time incurred.
- E. All subscribers accept responsibility for their guests:
 - a. Introduction to MFH and Field Master
 - b. Introduction to Secretary and payment of fees before hunting
 - c. This includes capping fees, proof of coggins and signed releases
 - d. Behavior in field
 - e. Damages incurred by guest
- F. Appropriate and neat dress:
 - a. Properly attired at all times
 - b. Horse, tack and clothing neat and clean
- G. Volunteer for various activities, committees and work days.
- H. Have up to date coggins tests available for inspection on all hunting horses.
- I. Have in their possession in the hunt field a current Tennessee hunting license.

SUBSCRIPTIONS

Patron (Non-Riding Social Subscription)

Privileges:

1. May attend all Hunt activities
2. Receives 2 Hunt Ball Tickets
3. Automatic membership to MFHA and subscription to Covertside Magazine
4. One FREE cap to hunt per season
6. May upgrade to Provisional (or Full depending on status) Subscription with payment of balance of fees.
7. Non-riding parents of Junior Subscribers may be asked to become Patron Subscribers if they plan to participate in hunt activities.
8. Invitation to become a Hilltopper, Stirrup Cup or First Flight Sponsor

Responsibilities

1. Rules and acceptable behavior as expected of other subscription status
2. Appropriate and neat dress
3. Suitable behavior

Financial

1. Meets all financial obligations when due

Subscriber

Privileges:

1. May participate in all Hunt Activities
2. Receives Hunt Ball Tickets
 - a. Family Subscription (2)
 - b. Individual/Single Subscription (1)
 - c. Young Adult (18-25) Subscription (1)
 - d. Professional Trainer Subscription (1)
 - e. College Student Subscription (1)
3. Automatic membership to MFHA and subscription to Covertside Magazine
4. Invitation to become a Hilltopper, Stirrup Cup or First Flight Sponsor

Responsibilities

1. An adequate knowledge of foxhunting
 - a. Field organization
 - b. Rules and protocol
 - c. Hunting terminology and meaning
 - d. Understand hound work and training
2. Ability to ride to hounds
 - a. Ability to control horse
 - b. Ability to gallop cross country
 - c. Ability to jump obstacles in Hunt country when hunting with First Field
 - d. Knowledge of territory, landmarks and landowners
3. Suitable and acceptable behavior
 - a. Quietness in the hunt field
 - b. Cooperative spirit
 - c. Courteous attitude to all
4. Active participation in Hunt activities
 - a. Hunt Breakfasts
 - b. Volunteer for committees and workdays

Financial

1. Meets all financial obligations when due

Honorary Subscription

Given out to special individuals at the pleasure of the Masters.

May participate in all Hunt activities

Sponsorships

All Subscribers are also invited to become Hilltopper, Stirrup Cup or First Flight Sponsors which offers the subscriber additional privileges and helps support the hunt financially. Our annual subscriptions traditionally don't cover expenses

and we have various fundraisers to cover costs. If you are not offered this upgrade, don't hesitate to contact a Master for more information. Juniors must be accompanied by a parent that is a Sponsor.

RIDER POSITION IN THE HUNT FIELD

Tennessee Valley Hunt can have up to three flights in an effort to provide maximum opportunities for riders of all levels. The First Flight's main inspiration is to keep up with the hounds and huntsman. Riders who ride in the First Flight are expected to stay with this field and not leave during a chase, but may drop safely back to the Second Flight when convenient.

If we have a Second Flight, it is a non-jumping or low jumping group which will follow the First Flight. Its main purpose is to ride at a somewhat slower pace, enjoying the ambience of the hunt and hounds.

The Hilltoppers group is designed for riders who are new. This flight is non-jumping and moves at a slower pace. All rules of position in the field are applicable to this flight. In this flight safety and information are primary. Call ahead to confirm that we will be having this field on a particular weekend.

In general, Tennessee Valley Hunt follows the traditional order in the Hunt Field based on subscription status and respect for seniority within that status. Seniority however does not mean or create entitlement.

Hounds, Hunt Staff, Masters, Field Master always have full right-of-way
First Flight (Jumping)
Second Flight (Some Jumping)
Hilltoppers (Non-Jumping)

Within these groups:

Current and ex-TVH Masters
Subscribers invited to wear colors
Visitors invited to wear colors
Subscribers without colors
Visitors without colors
Junior riders - 18 or younger will ride to the back following order above

*Any adult rider may join the junior riders

During a run it is appropriate for any rider, including a junior rider, to pass any other rider except the Field Master so as *not to lose the field*. Should a rider become unable to maintain position courtesy demands that they should move aside for others to pass. Etiquette dictates "passing" rider inform "forward" rider of their intention to pass in a safe manner, checking to see if forward rider needs assistance. However, riders who cannot control their horses will be asked to move to the rear of the flight or drop back to a slower field. **This does not mean you run by others in an open field.** Try to maintain a steady gallop in control. If you realize that you have lost control, then apologize profusely once you have your mount stopped and retire to the Second or Third Field.

TVH RIDING PROFICIENCY EXPECTATIONS

Hilltoppers

Hold Hard and stand still
Walk and trot
Some cantering
Mount and dismount
Step over fallen logs
Rotate gate duty
Perform reverse and traffic reverse
Cross running water

Second Flight

Hold Hard and stand still
Walk, trot, canter, and hand gallop
Keep a safe distance from other riders at all times
Mount and dismount
Jump small fallen logs
Rotate rare gate duty
Perform reverse and traffic reverse
Cross rivers

First Flight

Hold Hard and stand still
Walk, trot, canter, hand gallop and fast gallop
Keep a safe distance from other riders at all times
Mount and dismount
Jump anything up to 2' 6" – 3' 6"
Rotate rare gate duty
Perform reverse and traffic reverse
Swim swollen rivers

HUNTING RULES AND PROTOCOL

Before Moving Off

- Arrive at the meet at least 20 minutes early. Haste results in forgetting or misadjusting something. You must be ready to move off with the field.
- Assure trailer is well clear of road or drive.
- At the meet, say good morning to all the Masters and the Field Secretary and remember to always introduce guests. The Masters like to know who is out on any given day. However, the Master/Huntsman and staff are extremely busy getting things organized and planning the hunt in order to give you the best sport and the most fun. Please do them the courtesy of a friendly "Good Morning," but do not attempt to engage them in conversation at this time. They will be more than happy to visit with you concerning your thoughts and reflections on the day's sport after the hunt and after horses and hounds are safely in their trailer.
- If you arrive after the hunt has moved off from the meet, please do not attempt to join the field.

Right-of-Way

- The Field Master, the hunt staff, and hounds always have full right-of-way.
- If the Huntsman needs to bring the pack of hounds back through the field, please give way. Always turn your horse's head towards hounds, if possible, by backing off the trail. This will prevent the hounds or Huntsman from being kicked.
- To help staff to pass on a trail, move off the trail, if possible; or move to the right side of the trail and keep moving. Assure that your horse sees them. Alert others with a quiet "Staff, please."
- The First Flight has the right-of-way over the Second Flight and Hilltoppers.

Around Hounds

- *Do not speak to hounds. That is for staff alone.* Don't interfere with hounds unless asked to by staff. Don't ride down the hounds, or jump a fence before all hounds are clear.
- DO NOT EVER RUN DOWN a hound (i.e. ride too close) that is ahead of you on a trail. Please keep a safe distance (this maybe up to 50') behind a hound. Don't speak to it or shake your whip at it. Give it space to move comfortably without concern for its safety. The same rule should be followed if you are following the pack. Leave enough room that the hounds feel comfortable and don't try to leave the trail or look over their shoulders at you.
- If a hound is trying to get forward up through a moving field, keep moving but give him what room you can and cock your horse's head enough so that the horse can see the hound and not be surprised. Notify other riders of the hounds' presence with a quiet "Hound right or left."
- You may drop your whip's thong to keep hounds away from your horse's legs.
- Any kicking is absolutely unacceptable behavior, but kicking a hound is an almost unforgivable offense. Punishment for the horse should be immediate and severe. If your horse kicks a hound, note which hound it is so the staff can check it for injury. Repetitions are grounds for exile.
- If it appears that you are standing on the line, stay exactly where you are. Hounds will work through the Field and even the horses' legs.

Around Horses

- Do not cut-off other riders or ride on their heels. Try and rate your speed so as not to surprise someone behind you. A good rule of thumb is to keep your horse one to four lengths from the horse in front of you - one at a walk and four at a gallop.
- The greener the horse or rider, the further back in the field they should remain. Unruly or out-of-control horses should ride at the rear and may be sent home if they are a problem.
- Do not crowd the horse ahead of you. It is neither polite nor safe. It may result in a kick. A rider with his arm held horizontally behind his back is warning you that his horse is annoyed.
- Do not run into another horse's rear to help stop your horse. Brakes are most important, so bit your horse accordingly. Remember, it takes more to stop a horse in the field than it does at home. If you can't control your horse safely, then stay at home.
- A horse known to kick is the rider's responsibility. It should wear a red tail yarn and should be kept out of the way, preferably toward the rear of the field. The ribbon is not an excuse or a license to kick. A kicked horse should be checked for injury. Kicking may be grounds for exile.
- "Hold Hard," signaled by a vertically raised forearm, requires that you stop where you are, standing still and quietly. Raise your own arm while stopping to alert riders behind you.
- Reverse Field: Normally, we use a 'moving reverse' where each rider continues to move forward until they reach the point the Field Master turned around. This creates two-way traffic, insures that horses remain calm, and everyone retains their position. On a narrow-trail, if directed by the Field Master, do an about face, and move off in reverse of the original order until the Field Master gets things re-organized in an open area or reverses direction again.
- After a hazard, jump, or uncomfortable place (like ground bees), move on so the whole field can pass the problem area.
- Don't pass except in the open or unless invited to do so.

- If your horse has sniffles or flu, don't bring it out.

Around Field Masters

- For both the safety and pleasure of the field your Field Masters are generally preoccupied with observing hounds and deciding where to place the field so as to not interfere with the Huntsman's work, yet show off the sport to best advantage. The Field Master is charged with absolute power in the hunt field and may suspend the hunting privileges of individuals who jeopardize the safety and pleasure of the day's hunting.
- Members of the field should not pass, ride ahead of, or interfere with the Field Master's freedom of movement. Allow the Field Master to listen for hounds and horn, and give him the space to stop or turn abruptly. Do not pass the Field Master without good cause, either with permission or with an apology; and do not get between the Field Master and the Huntsman or the hounds.
- Riding up with the Field Master is a privilege generally associated with seniority in the hunt field. As a rule, younger or newer members should always yield to more senior members.
- Whatever happens, do not run into the Field Master's horse's rear to help stop your horse. Let the Field Master know of any injuries, stragglers, or drop-outs. The Field Master may have the best spot in the Hunt Field, but it is a difficult job. They are responsible for a lot.

Around Other Riders

- When riding in the field, one must be aware of the country being covered and the location of other riders, horses, and hounds. One needs to maintain a "safety area" around them, while respecting other riders' areas. "Give a man room to fall" is a wise old adage.
- Riding up front is a privilege usually earned by seniority, ability, or invitation. Moving back occasionally to give others a chance to ride up front is always appreciated. Less experienced riders and juniors normally ride toward the rear of the field unless invited to ride up front. If you intend to ride near the front of the field, you and your horse must be prepared and able to move on with dignity, to stop readily, and to stand quietly.
- Keep your voice down and your conversations short. When hounds are drawing cover or at a check, be quiet to minimize distraction. A continuously loud, raucous group of foxhunters will require the Field Master to keep the field far away from hounds. "Hark!" means "Quiet! Listen!"
- The Field should stay together. The Hilltoppers (or second field) should, as a group, stay with their designated Field Master. If you cannot keep up with the First Flight, drop back to the Hilltoppers, after notifying your Field Master, and remain there. If you need to leave the hunt field early, ask permission of the Field Master. He will give you permission to leave when he thinks you are least likely to interfere with sport. Wandering riders may disrupt the hunting by getting lost, leaving gates open, or trespassing. Landowners do not appreciate this.
- Do not lag behind. If you wish to leave the Field, ask permission of the Field Master.
- If a rider has trouble, the nearest rider should lend assistance while the rest of the Field continues.
- If you see the fox, a conversational "Tally Ho" and tipping your hat or pointing your whip will give others a chance of a view also. If asked by the Field Master, ride to the line of the fox, point your horse in the direction the fox was going, and hold up your cap.
- If you see a dangerous hole or wire, turn your head and say quietly (don't yell) "Ware Hole" or "Ware Wire" to the person behind you and point to the hazard. This "Ware ___" warning is passed back through the field as each rider approaches. At speed, a louder voice may be appropriate (but try not to yell).

Around Gates

- When in doubt, close the gate. Farmers are rarely upset to find a gate closed that should be open. Leaving a gate open is one of the quickest ways to ruin our hunting. It simply cannot happen! We have a sacred duty to our landowners. Gates must always be closed unless the Field Master tells you to leave it open.
- The first person to the gate passes word back that the gate needs to be left open or closed. He does not move on until his message is acknowledged by someone following. The rider who accepts the message, in turn, may not move on until either the message is accepted by another; or until they, personally, close the gate.
- **Never leave a gate without either passing word back and getting acknowledgment or closing it yourself. Never assume that others are coming on and will know to close it.**
- Gate rules apply to barways as well. If you find a barway with a rail lowered, assume that the top rail should be restored to its three-foot height.
- If the field is strung out, or the last riders may not hear, a hunt whip held up horizontally means "Gate, please!" It must be acknowledged, maybe by raising a hunt whip, which means "I'll get it!"
- One rider should stay with a gate-closer until they are comfortably remounted. If you've ever galloped off with only one stirrup, reins up by the horse's ears, and hunt whip hanging off your saddle, you'll know why. If the field presses on, don't watch the gate-closer, watch which way the field went.
- Do your share of opening or closing gates.
- At a gate with a jump nearby, the non-jumping field should stay clear until the First Field has finished jumping. It is dangerous to open a gate while someone is approaching a jump.

Around Jumps

- At jumps, form a distinct line and jump in that order. Do not cut in front of another rider. Leave enough room ahead to stop in case of a refusal or a fall. If your horse refuses, move to the back of the line. If your horse quits at a jump a few times, it might behoove you to retire to the non-jumping field. Horses usually stop when they are tired (or just tired of their rider), sore, or scared; all of which are signs that you or your horse might get hurt if you continue to try to jump. If you get hurt, you will ruin your day as well as the people who will have to assist you.
- Schooling has a place in the hunt field and is acceptable when it does not interfere with the sport or the other riders. Larking (jumping unnecessarily) on the way home is discouraged unless approved by the Field Master.
- If someone is injured at a jump, or anytime, notify the Field Master.
- If someone falls, but is uninjured, the field may continue. One rider should stay behind (keeping an eye on which way the field went) until the faller is comfortably remounted.
- Damage to jumps must be fixed immediately, if possible, and reported to the Field Master so the Hunt can make permanent repairs. If the damage would allow livestock to escape, a jury-rig repair should be made immediately, or the offender must stay to guard the gap until help arrives.

NO RIDER SHOULD BE LEFT ALONE.

Around Authority

- Carry your current Tennessee State hunting license.
- Carry a Medical Card with important information (provided by TVH), a copy of your Health Insurance card and a copy of your driver's license in case of injury
- in a sealed plastic baggie in a pocket in case you are injured and unable to communicate to rescue workers.
- Carry your negative coggins test report in the truck. No horse should come to a hunt without it.
- All riders must sign a Waiver (Agreement & Waiver of Rights & Indemnification) form beforehand.

Apres Hunt

- After hounds are finished hunting, and the field is moving back to the trailers, do not lark (jump unnecessarily) unless the Field Master does.
- Ride with your Field back to the Hunt trailer to thank the hard-working Master, Field Master, Huntsman, and staff before dismounting. When tailgating, bring food to share and something for the coolers once in a while.
- When entering a house for a breakfast, wear a hacking jacket, remove your hat, spurs, and cigar; and clean your boot soles.
- When you leave a meet at the end of the day, try to leave it like you found it - no trash, loose hay, or manure. It is bad manners to clean-out your trailer in someone else's field or parking lot.

Visiting Other Hunts

- A joint meet where TVH hounds participate is *not* considered visiting; it is a formal TVH meet. If not hunting with TVH, do not wear TVH colors without the host Master's invitation.
- Contact the host Master at least a day ahead of time for permission to visit.
- Introduce yourself to the host Master and pay your capping fees by check to the Field Secretary before mounting, certainly before the field is ready to move off.
- Stay back a bit in the field unless invited to come forward.

TVH Tradition

- Falls, for whatever reason, when a boot sole touches the ground during regular hunting or open cubbing are acknowledged by donating a full bottle of spirits or *good* champagne or a case of *good* beer for the hunt bar. Juniors will donate a dozen sodas or mixers.

On Our Hosts' Land

RESPECT FOR OUR LANDOWNERS IS ALL IMPORTANT

- Foxhunting requires large areas of undeveloped land. We must rely upon the generosity of our landowners and their property in order to continue our sport. Good hunting country could be lost because of acts of carelessness or ignorance on the part of a few. Therefore, the following rules are aimed at courteous and responsible behavior toward the landowners who have granted us use of their property. Failure to comply with these rules could result in the loss of hunt country.
- The Masters work very hard to open up and maintain our hunt country. Please respect their instructions during the hunting day as landowner requirements do change from property to property.
- Gates must always be closed unless the Field Master tells you to leave it open. Closing a gate that the farmer would like left open is better than leaving an open gate that should be closed.
- Ride slowly around cattle so that they will not be disturbed.
- If you get separated from the field, try to find your way back to a main vantage point and wait. You may even need to return to the trailers. Do not roam around in areas you do not know. If hounds are approaching, stop and stay quiet.
- Damaged livestock fences should be repaired immediately, if possible. Notify the Master.

- Stay off crops, stay to the edge of planted or plowed ground, and stay off lawns or soft marshy areas unless the Field Master instructs otherwise. Do not take shortcuts. Follow the Field Master, thus preventing overrunning the scent or damaging landowner's property.
- Smoking is not allowed in the hunt field.
- Do not clean out your trailer at the meet. Scoop up droppings on host's civilized areas.
- The hunt has permission to ride over land for a particular meet; but you as an individual do not. Respect this by not hacking over country without permission even though you may have hunted there only yesterday.

CORRECT HUNTING APPOINTMENTS

Proper hunting attire is rigidly conventional for two reasons. First, through the years that people have been hunting, a form of clothing as has been developed which comes closest to the most practical under the conditions of weather and terrain. Secondly, some of the pleasures of hunting, for participants and spectators, come from the feeling of tradition and from the spectacle presented by hounds, staff and Field. Each hunt prescribes its own hunting attire.

GENERAL

Hunt caps should fit well regardless of whether they have a harness or not. Ribbons on the backs of hunt caps should always be sewn up, unless one is either professional hunt staff or a Master. Long hair is best contained in a hair net. Tennessee Valley strongly suggests for your safety that you wear an ASTM/SEI approved safety helmet.

Ideally, each rider should wear spurs and carry a hunt whip with a thong. The thong may be dropped to ward off the approach of a hound, but it should never be used otherwise, unless requested by staff. It may also be of emergency use to staff who may break theirs. If a hunt whip cannot be safely carried, a rider should at least carry a crop (not a racing bat); but it should never be carried in one's boot. A rider should also carry wire cutters on the saddle; but a holster, cell phone, or radio should be carried only with a Master's permission. Saddle cases for flasks, sandwiches, fence tools, cameras, etc. should be unobtrusive and made of leather.

Coats should remain buttoned while a rider is mounted. Sunglasses are frowned upon in some circles, because they are incongruous with the timeless image of the traditional dress. Fancy jewelry and perfume are inappropriate. As a nod to practicality, authentic-looking rubber riding boots are tolerated.

Hunting tack is simply that which is most appropriate for the job: plain and strong. Bridles, reins, and stirrup leathers cut from a heavier pattern are more dependable in the hunt field. It must be clean, serviceable, and reliable. Check girth, reins, and stirrup leathers frequently. Breast plates are a good idea, both for the comfort of the horse and the added safety of the rider.

With respect for the overall visual picture, the less correctly turned out riders should remain in the rear of the field.

RATCATCHER

Informal dress, known as Ratcatcher, is usually worn during autumn hunting (autumn hunting) prior to opening meet. Ratcatcher may also be worn for informal meets during the regular season.

Ladies wear a tweed coat or hacking jacket; natural-colored (buff or tan, but never white) breeches; shirt and colored tie or ratcatcher shirt with collar and stock pin; tattersall vest; brown leather gloves; brown or black field boots; and hunt-cap or derby with a hat cord. Gentlemen wear a tweed coat or hacking jacket; natural-colored (buff or tan, but never white) breeches; shirt and colored tie; tattersall vest; brown leather gloves; brown or black field boots; and hunt cap or derby with a hat cord.

Juniors wear a tweed coat or hacking jacket; natural-colored (buff or tan, but never white) breeches with tall black boots or jodhpurs with brown jodhpur boots; shirt and colored tie or ratcatcher shirt with collar; tattersall vest; brown leather gloves; and either a black velvet hunting cap with a harness or a ASTM safety helmet with a harness & black cover.

FORMAL

Formal dress is a bit more complex. There are a few traditional cuts of hunt coats which, to a degree, dictate the rest of the dress. The two most common cuts are the Melton and frock coats.

Melton Coat. The Melton is cut much like a traditional sport coat. It has plain black buttons and should be worn with natural-colored (buff or tan, but never white) breeches; a white shirt; white hunting or stock tie with a plain gold stock pin worn horizontally; tattersall or canary vest with plain brass buttons; black boots without tops (not field boots); brown leather or white string gloves; and a black velvet hunt cap or derby with a hat cord.

Frock Coat. The classic traditional hunting coat is the frock coat which is identified by its long skirts and a seam about the waist. Historically, it is the gentleman's coat, so the corresponding dress is a bit more formal. With a black frock coat (which anyone is entitled to wear) a gentleman must wear white breeches, black boots with brown or colored tops; and a black velvet hunt cap or a silk top hat with hat cord (not a derby). Small leather belts called garters, although rarely seen these days, are correct with top boots and should be the color of the breeches. The skirts of the frock coat should be fully rounded in front, except for hunt staff who have them squared off. Frock coats should have three buttons in front except for staff, who wear five buttons, or a Master not riding up with staff, who wears four buttons. One whistle pocket is proper. The rest of the dress is the same as with a Melton coat.

Ladies

Ladies wear a black or dark blue frock coat or Melton coat with plain black buttons. A lady will wear a canary or tattersall waistcoat; a white shirt with a white stock tie and a horizontal gold pin; buff or tan britches of twill, cord, or leather; wash or brown leather gloves; and regular hunting spurs high on the heel. Boots will be of black calf without tops — tabs are sewn in but not sewn down. Ladies do not wear white breeches, or brown boot tops.

- With a Melton or a frock coat, ladies wear either a black or dark blue velvet hunting cap to match coat or a black derby with hat cord.

Gentlemen

Gentlemen wear a black frock coat or Melton coat with plain black buttons. A gentleman will also wear a canary or tattersall waistcoat; a white shirt with white stock tie and horizontal gold pin; wash or brown leather gloves and heavy-pattern hunting spurs high on the heel. Tabs on the boots are sewn in, not sewn down.

- With a Melton coat, gentlemen wear buff or tan britches of twill, cord, or leather and either a black velvet hunting cap or a black derby with hat cord. Boots will be of black calf without boot tops.
- With a frock coat, gentlemen wear white britches of twill, cord, or leather and either a black velvet hunting cap or a black silk hat with hat cord. Boots are of black calf with brown or colored leather tops.

Juniors

It is not necessary for juniors to wear formal attire. They may wear a black or dark-colored Melton coat with plain black buttons. A junior will also wear a canary or tattersall waistcoat; a white shirt with white stock tie and horizontal gold pin; buff or tan britches or jodhpurs; wash or brown leather gloves; and regular hunting spurs high on the heel. Juniors will wear either a black velvet hunting cap with a harness or a ASTM safety helmet with a harness and black cover.

- With breeches, black butcher boots (tall, without tops) are worn.
- With jodhpurs, black or brown jodhpur boots are worn.

COLORS

"Colors" is a term which applies to the hunt uniform or livery — the hunt-peculiar color on the formal coat's collar and buttons with the hunt insignia. The privilege of wearing the hunt uniform (i.e. "entitled to wear colors" or "awarded one's colors") can be granted only by a Master. This is done in recognition of a subscriber's demonstrated responsibility and ability in the hunting field as well as for their continued loyal support of the hunt outside of the hunt field.

Once a subscriber is entitled to wear their hunt's colors and buttons, gentlemen generally change to a red frock coat with hunt colors on the collar and with brass buttons with the hunt insignia. However, wearing a black frock coat with one's colors and buttons is also appropriate. A gentleman never puts his colors/buttons on a melton coat. Ladies wear the hunt colors on a black or midnight blue coat's collar, have the insignia on black or silver buttons, and may have black patent leather tops on their dress boots. Small brass buttons with the hunt insignia may also be worn on the waistcoat.

Colors and red coats are worn on a formal day when hunting with one's own hounds (including joint meets) wherever that may be. Wearing colors is never assumed when hunting with another pack. Visitors should wear black or seek permission from the host Master to wear their colors.

Ladies

The hunt uniform for TVH ladies entitled to wear colors consists of a black or dark blue coat with a green collar and buff piping, black or silver buttons with the TVH insignia, and black patent-leather boot tops.

Gentlemen

The hunt uniform for TVH gentlemen consists of a red/scarlet frock coat with emerald green collar and buff piping, brass buttons with the TVH insignia. Given the currently available off-the-rack coat styles, a four-button front and additional pockets are tolerable; but a five-button front is appropriate only for a Master or Staff. Gentlemen may also wear a black frock or Melton coat with black buttons with the hunt insignia.

Evening dress comprises a scarlet tail-coat with uncovered lapel facings, an emerald collar with buff piping, and brass buttons with the TVH insignia. Evening dress is optional at the TVH hunt ball, and it is appropriate at other hunt balls when invited to wear it.

WHAT TO WEAR WHEN

"Colors" (scarlet coat, collar colors, buttons with hunt insignia) should not be worn unless invited by a Master to do so.

Formal hunting attire is always proper and is never considered over-dressed. Formal hunting attire will be worn during the season, holiday, and joint meets.

Ratcatcher attire is acceptable for informal meets and for cubhunting.

Wet weather: Natural colored rain coats are acceptable at the Masters pleasure; string gloves and rubber reins are recommended.