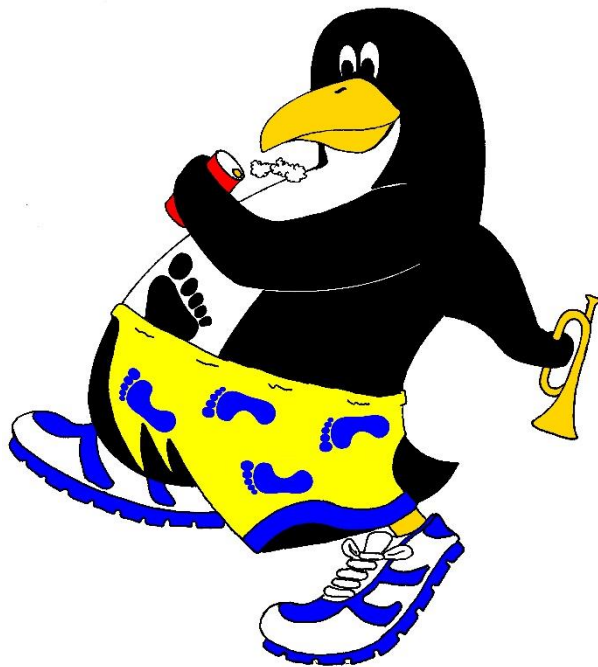


# How to Set a Successful Hash Trail



RCH3

## RCH3 ARROWS

The Hare for the run sets the trail which should be clearly marked by 'Hash Arrows'  
The following are the arrows used by 'Rocky City H3'.



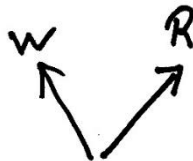
Other Hash Clubs may have different types of arrows and markings.  
There is no standard marking, so long as the markings are well explained to the pack at the start of the run and the trail is clearly marked.

### **A normal Hash Run consists of both Runners and Walkers.**

The trail should attempt to keep the pack together by being 'mean to the front runners and kind to the plodders at the back'.

Runners and Walkers may use the same trail but some Hares often set two trails or at various stages, split the trail into a Runners Trail and a Walkers Trail.

This can be shown as follows.



In the event that The Hare is unable to set the trail, he or she should ask another club member to help, or contact the Trailmaster.

Trail arrows are drawn on paths with '**giprock**' since it can be washed away easily after the run whereas chalk can remain much longer.

**FLOUR** - is usually used when running on grass or dirt paths.

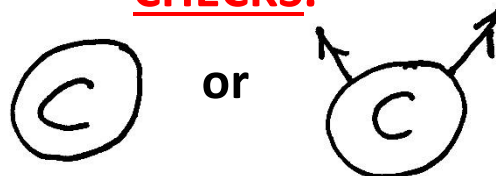
**TOILET PAPER** (or similar) - can also be used on bush trails, which can be tied to branches.

Different coloured paper can also be used.

For example: - **White** – Normal Trail, **PINK** – Checks, **YELLOW** – Roundups

If only white paper is used, One piece can be the normal trail, Two pieces for a Check etc.

## CHECKS.



At a Check, front runners go in different directions in search of the next arrow.

How far the first arrow should be placed from the Check, is up to the Hare.

**However** – that first arrow should be drawn **before the next intersection or side street.**

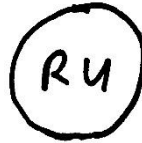
They are the limits for checking.

Checks can be shown with or without direction arrows.

Once the next arrow of the trail is found, the runner calls out "ON ON" to the rest of the pack

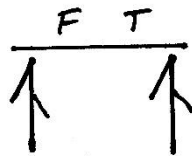
At a CHECK, the runners **do not** have to wait for the rest of the pack to catch up.

## ROUNDUPS



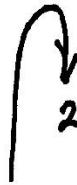
Like a CHECK but the front runners must wait for the rest of the pack to catch up before looking for the next arrow to continue the trail.

## FALSE TRAILS



When the front runners reach a False Trail, "FALSE TRAIL" is called and the pack runs back to the last intersection or pathway to find the next arrow. This helps to keep the pack together, since the slow runners do not have as far to turn back as the front runners.

## FISH HOOKS



A 'Fish Hook' is shown with a number. This number indicates how many front runners must turn back and join the back of the pack, or last of the runners. This is another means of keeping the pack together.

The ideal length of a hash run is 6km but the final length is determined by The Hare.

When running at night it is a good idea to place the arrows under or adjacent to street lights.

In the circle, The GM always asks what everyone thought of the run.

Then you will hear "Great Run" or 'Shit Run'.

It's all for fun, and even a fantastic run can be called a 'Shit Run'.

Have Fun

ON ON