

# Hare Manual

Hares should be deceitful. Hares should be tricky, wily, and generally be the wankers that we know hashers to be. Hares should find all manner of shiggy shittiness to put hashers through. In southern Indiana, by G, we are blessed with monster hills, mud, snow banks, shitty ravines, creekbeds, ponds, lakes, rocky terrain, nettles, poison ivy, bees, quarries, mudpits, train tracks, graveyards, and homophobic frat boys. Each of these obstacles is a blessing to the hare. Barmen.

These blessings should be used to accomplish the ultimate goal of the hare: **to keep the pack together.**

The most artfully laid trail is one that, through a series of bad trails, back checks, confusing checks, obstacles, and horrible shiggy causes the DFLs and FRBs arrive at the beer check and On In within minutes, or, best of all, seconds of each other. The best trail sees marathoner arriving alongside 5K-er, with smoker strolling in just behind.

Think of FRBs like toddlers. They have a lot of energy and need to keep moving constantly. They have low body fat and get cold quickly. They will start to get antsy if they have to wait at the beer check too long.

This may at first seem a task beyond your ability, but the ultimate trail IS possible. Let's just go over the tools in your arsenal:

## Trail-Related Things

### Planning Trail

The first thing you should figure out is where to end, then where to start, then the beer check. These can be the same place (A to A) or different (A to B). If there are 10 people at your hash, it's not so hard to be discreet. But these days many of our hashes average 30-40 or more. That is a lot of beer and a lot of decibels to hide from the prying eyes and ears of the public. This can be a lot easier to do in a rural setting than in town. Generally you want to be able to drive to the Beer Check quickly, but a little carry or pre-lay might be worth it for the perfect view.

Plan your trails to be about 3-5 miles long on true trail. Your trail can be closer to 5 miles on a Saturday, but 3 miles for the Fool Moons and other weekday hashes.

Trail is generally best laid in one wide circle. Plan your beer check roughly halfway through. Be very careful not to let parts of your trail get too close or cross each other.

## Marking Trail

One would think that a trail of dots of flour could be as simple as dropping dots of flour whenever one thinks to drop one. One would be wrong.

Trail should be laid about every 25 steps or so. The hashers should just about barely not be able to see the next mark.

Marks are generally a handful of flour, an X or arrow of chalk or hunk of drywall, in wet weather possibly a bit of toilet paper, or in snow, carpenter's chalk. In urban areas such as buildings, stickers, post-its or other unobtrusive bits of paper are sometimes used. On concrete, you can get a really nice mark by dipping a tennis ball into flour and bouncing it on the ground.

Don't try this on uneven ground. The tennis ball will go **CRAZILY IN EVERY DIRECTION** and bounce, bounce, bounce until you manage to catch it, leaving a trail of flour everywhere that makes you look schizophrenic.



For the most part, trail goes in one direction: forward. If you want to turn, what you need are:

## Checks

The normal type of check is written in several ways, for reasons unknown to the author. Generally, there is a circle:



Sometimes, there is something in it, like an X:



Or a dot, representing hashers' favorite body part.



This one can also be rendered in double. This means women solve trail or women show a real life version of the body part depicted.



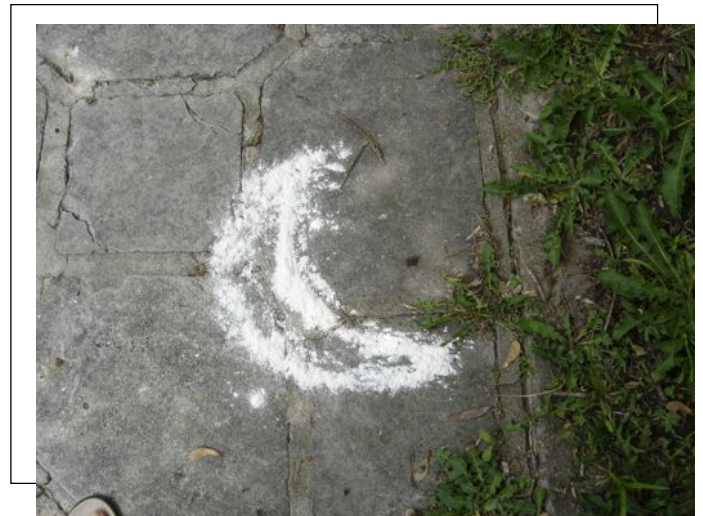
There are always innovations in checks. For a while there was a fashion to change clothes with someone else. This kind of thing works for a while (and is hilarious!) but wears off eventually.

Then there's the "special group" type of check. It might be a word spelled out (BEADS for Mardi Gras, etc.) meaning that only people whose hash name begins with those letters find trail. Or it might be a check that applies to certain people, like the "Grad Check" for recent graduates. These are hash-specific and fit in with timely themes.

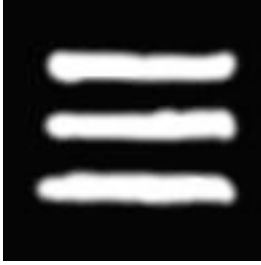
If you really need the pack to assemble someplace on trail, you can use the hash halt check. In theory, the whole pack is supposed to wait for the DFLs to catch up, but in practice, they are only willing to wait for so long. It should be used only in the rare instance that it would be safer for the pack to be together such as crossing a 4-lane highway.



Feel free to try to encourage the age-old tradition of hasher flashing, through such checks as the "full moon check" (confusingly depicting a crescent moon).



## Bad Trails



BTs are the most important part of distinguishing a hash trail from a "r\*ce." BTs should be longer than you think they should be. Almost always.

Don't lay too many BTs at the beginning of trail. This will only slow down the DFLs. Get a good quarter to half-mile in and start laying those motherfuckers everywhere you have can lay them. Make them long. Make them uphill. Make those fucking century-runners work for it (OK that might only be Hot N Juicy). Make them funny and interesting. But most importantly, make them long. The point is to **Keep the pack together.**

Variations on BTs include the **Back Check**. The pack counts back a certain number (any number), and that mark becomes the check. A BC could be tame in some cases, and may take a few hashers moments to solve, OR it might end in endless trail counting, arguments, and generally crazy making as they fail to see one mark on a tree or behind a log in the woods.



The Mothershucker of all BTs is the **YBF** (You Been Fucked!). This is a BT so hanus, so evil, so wildly off trail they will want to murder you when they get to the Beer Check. This generally involves things like scaling a completely unnecessary 300 ft of hill or mincing down a creekbed for a good half mile or so. If all goes well, this is a great way to **keep the pack together.**



The **Turkey-Eagle Split** is not really a bad trail, but it serves the same purpose: to **keep the pack together**.

One way (the turkey) is much shorter and easier than the other (the eagle). Because the pack is dividing itself into fast and slow, you shouldn't need to lay many if any BTs



If all goes right, a BT should be caught only by the fastest runners. Once again, the idea is to slow the fastest runners down by making them run more. Once they solve it, they should mark the BT for the back of the pack.

*Some tricks to getting FRBs to take your BTs:*

- Mark the BT much closer to the check than the true trail
- \*\*\*Nas's suggestion to mix up the direction of trail from checks
- Make your BTs look like an obvious true trail. For example:
  - On a train track, make the BT keep going on the tracks and the true trail veer off
  - Send your BT down a hiking path
  - Make BTs go toward places the hashers might guess they're going: a hasher's house, Upland, the place we did the beer check that time

## Hare's Arrow



While hashers often pooh-poo the hare's arrow as the indication of true trail, it can be a great tool for the hare. Hashers will almost always follow a Hare's arrow, even if it goes against all logic, instinct, or reason. Hare's arrows can:

- keep hashers going in a direction for a long time until the hare decides to change it
- indicate safer and more expedient ways to navigate shiggy, such as stream crossings
- keep hashers from entering dangerous areas, such as private land
- force FRBs into side loops to slow them down and let DFLs catch up. Here, let me illustrate such a scenario.
- A way to turn true trail when a check might not be possible or convenient

## Beer Near! and ON IN



The BN is among the most sacred markings of the hash. It should generally appear before the Beer Check is in sight, but should be close enough that one shouldn't feel as though one "hashes" to it. Imagine the scene: The hashers have slid down a cliff, forded four streams, waded through two feet of snowdrifts. They are climbing up 200 feet, and halfway up this monster fucking bitch of a hill they hear the sweet sounds of "Beer Near." There is no sweeter way to end a segment than to crest that mothershucking bitch of a hill and see...ah...beer is near.

On In should be laid similarly. As the wise Kotex says, if hashers see "NI NO" something is wrong with your trail.



## Quick Tips for Laying Trail

To recap, the point is to **keep the pack together**.

- Lay BTs, and make them long and lots of 'em
- Consider using boob checks, special checks, YBFs, hash halts or other markings to force the front of the pack to slow down
- Trail should mostly be clearly marked, or the pack will get too spread out
- Consider using loops to make the FRBs' trail longer
- Don't worry too much about trying to find a place the hashers have never been. We've been at this for 15 years and there are few of those places. A well-laid trail in a place we've hashed 50 times before is better than a shitty trail in virgin territory

## Non-Trail Related Things

### Invite

The invite will be put on Facebook, the listserv, and the website by mismanagement. You should get this info to them by about a week before the hash. It can be funny, but doesn't have to be. You can provide a picture or not. Give the following at minimum:

- Location and directions
- Time
- Basic info about price (\$6 for hashers, free for virgins)

### Theme

You don't have to have a theme, but most hashes do. It's easier for a beer-addled half-mind to remember what happened at the "Mardi Gras" hash than the hash on the third Saturday of February. You can do as much or as little with the theme as you want. You can suggest costume (hashers LOVE to dress up!), ask the beermeister to get beer or snacks that follows the theme.

If, out of the goodness of their hearts the hares would like to make tags to commemorate the hash, give something to put on hashers' lanyards, provide liquor or have a shot check, rent a hotel room to get out of the cold, decorate the circle location—Thanks for your donation to the hash! Hash cash can't be used for these things.



## **Beer**

The beermeister and his/her committee take care of beer, other beverages and snacks.

## **On-After**

The hare is responsible for choosing an on-after place. There should be food and beer for sale. It needs to be big enough, and reservations are usually a good idea. It can be hard to predict how many will show up to the on after. You can guess that at least half the attendees are coming, or, if you need a reservation, take a headcount at the start and call your restaurant. There is no place in town that everyone likes, so it's nice to move around to different places.

## **Wisdom from the Hares!**

If you get in over your head, fake an injury~Sweet Ho Alabama

If I'm paying more than \$6 to hash I better get a blowjob with that~Titwad

You haven't hared until you've live hared~Down on Your Knees

If your trail is fucked up, don't worry. It's your co-hare's fault~Weird Al Spankabitch

Don't lay trail the day before~Mothershucker

Everything in service to the theme~Sissy Spacecock

Don't lay too many checks. They just slow down the FRBs~Ewetube

If you start planning trail more than a day in advance you're overthinking it~Jizz Hands

Lesson learned. Never hare with Grumpy~Oral Sax, RN

I would rather drink a beer than run your shitty trail~Anonymous