

The Westbury Harriers Hash – A Short Guide

'Hashing' is an organised run, where nobody knows where the route goes! The object is to get everyone around the course as quickly as possible, without losing anyone. But there are lots of false trails, which will slow the faster runners down, and allow the pack to keep up (hopefully).

To do this, the course setters use sawdust markers. Symbols vary slightly between hashes, but we're using these ones:

→ (an arrow): You're on the **right** path – carry on (arrows repeated occasionally).

T : You're on the **wrong** path – Turn back!

◦ ◦ ◦ (blobs, usually in threes): This path might be right, or it might be wrong – **check it out!**

O (a circle, always at junction of paths): Check **all the paths** to find the right one

So what happens?

Starting from the club house, you'll be told where to head for the first O. From there, between you, check all the adjoining paths, following ◦ ◦ ◦ blobs, until someone finds a →.

Of course, most of the paths will end in a T, telling you it's a false trail. *False trails can be up to 100m long!*

Some parts of the route involve lots of checking, but there are also some long runs without false routes. The course finishes back at the club house, where cake awaits.

The whole course is within the Blaise Castle Estate. It doesn't cross or run along any road or golf course, but it might cross a stream, and it might go up a steep slope!

Shouting 'Communication' is very important:

- If you're following a line of ◦ ◦ ◦ blobs, shout back '**CHECKING**'
- If you get to a T, go back shouting '**CHECK BACK**' (others may have followed you)
- If you get to a →, shout '**ON ON**' (very loudly). This is most important, because it means everyone else can abandon their false trails and follow you.

Lots of Circles Sometimes, one of the paths from a O, will quickly lead to another O (without any arrows), and that may even lead to a third nearby O. *All* the paths need to be checked, so shout back 'CIRCLE' to get more help!

Short Cuts Sometimes, the leaders will be taken around 3 sides of a square (or 2 sides of a triangle). If you realise this, shout '**ON ON SHORT CUT**' so the pack can take a short cut and catch up. *You may need to go back and get them* (and you may need to scuff the T which stopped you taking the shortcut originally). Remember, we're trying to get everyone around quickly, not just the leaders.

And Finally, If You Think You're Lost ... it's because (a) the leaders aren't shouting loudly enough; or (b) you're not listening and looking; or (c) some kind walker has scuffed out markers – time to turn detective!