

Long Beach H3 Haring Guidelines Checklist

(The following guidelines will not guarantee that you'll get 'Trail of the Year', but it will probably insure that your trail won't suck.)

Planning the Trail

- ⌘ Hares run for free, to a maximum of 3. You will be reimbursed for flour and beer check expenses with receipts (max. \$40). If you want to do something 'special' (more than \$40), you must get approval at a Bored Meeting before the event (for the extra beer, parking, entertainment, food, etc.).
- ⌘ LBH3 is an A to B Hash, period. If you have to lay an A to A trail, get a 'dummy' bag van to make it 'look' like an A to B run. The beer van can't be used for a bag van. If A to B is a long way, shuttle 'drivers' back to the start before down-downs.
- ⌘ Thursdays, plan your trail 'in the box' (south of Firestone/Manchester, west of Beach); pre-approve any exceptions with the Trailmaster. Sundays – avoid 'Thursday' trails, go find some shiggy; if you want to run in BFE, contact Trailmaster.
- ⌘ Where you set your trail is fairly crucial, give it some thought. Give the pack some interesting scenery, shiggy, anything but 100% flat, long, street running (aka boring). Also, don't center your run around that great OnOn you found (unless you can give the pack a good trail in the area).
- ⌘ 1-2 Hares are cool, 3 could work, but more than 3 laying trail usually blows. Consider breaking in a virgin hare, let them scout and run with you.
- ⌘ Pick a start where we can park free/park late and take a leak (parks with restrooms are nice).
- ⌘ No matter how many hares you have, one of you needs to run the final trail start to finish and time it - about 45 minutes 'hare time' is good for a Thursday run, 1hr – 1 hr 15 min. is good for Sundays. Making a trail too long is a common haring mistake: nobody usually complains about a trail being too short. In addition, run the trail around the same time/day that the pack will be running it, if possible.
- ⌘ In general, keep the hashing simple and avoid 'theme' runs ("Wear the clothes you lost your virginity in", "Dress like your favorite Star Wars character"). Concentrate on a good run, most people won't want to run in or hassle with, 'cute' shit, and they'll wear running clothes anyway.
- ⌘ Get your scribe days before the run, along with your drivers for the bag and beer vans (get your civilian friends to help).
- ⌘ Get your map in on time, maybe provide the name of the OnOn in your directions in case someone can't make the run but wants to go to your OnOn. If the pack will need flashlights or extra shoes, let them know in your directions.
- ⌘ If the OnIn is far from the start, or the cars are far from the OnOn, it's nice to provide a map at the end of DownDowns which show the way back to the cars or OnOn.

Laying Trail

- ⌘ Throw plenty of flour. Mark your turns. Hide your first couple of marks after a check, but lay the rest of the marks in plain sight. After the check is broken, don't make the pack look for every freakin' mark.
- ⌘ LBH3 doesn't use YBFs (You Be F*cked). Check with the Trailmaster before doing any 'weird' shit.
- ⌘ Don't trespass, you'll just screw the pack over when the Ranger / Rancher / Security / MP comes by to harass/arrest them.
- ⌘ Start your falses within 100 yards or so off the check; end your falses after 3 marks. Don't lay/prelay monster long falses to avoid getting snared*, you'll just piss off the pack. (Falses are for slowing down FRBs, not screwing the pack.) *Just lay a good trail, a snare by a non-pack-helping-shortcutting-bastard doesn't mean shit: however, a snare by a hound that runs you down, that's a snare.
- ⌘ In shiggy, use toilet paper on the ground or tie something biodegradable to the shiggy. If using flour, don't throw it in the middle of your trail, the pack will wipe it out.
- ⌘ Hills are nice, but don't go overboard - the pack should be able to run the majority of your trail, after all, this is not a 'Drinking Club with a Hiking Problem'
- ⌘ Make the trail as difficult as you want, but keep in mind that some hashers can't scale walls/swim across a lake, etc. do your homework and lay an eagle/turkey, or whatever else it takes, to get the entire pack in around the same time. If you've planned/laid a successful trail, the entire pack will be in about 15 minutes after the FRBs.
- ⌘ When your run is over, write down the location of the OnIn at the start.

The OnIn

- ⌘ Keep us away from civilian housing or anyplace someone might complain.
- ⌘ Find a place where it's not hard to take a leak.
- ⌘ If it's a night run, we need light at the end for DownDowns.
- ⌘ If rain is in the forecast, we will need cover (bridge, building overhang, your tarp, etc.)

The OnOn

- ⌘ Pick an inexpensive, non-family place, where you can walk up and order and pay for your own food (waitresses hate to try and settle a bill for a table full of people, and there's usually someone who will split and leave everyone else to pay their bill). Pitcher beer is good, along with an a la carte menu.
- ⌘ Let the restaurant manager know that we're coming, make sure they'll be serving food when we get there; give them an estimate of people so they can get extra help and more beer, and possibly close later than they normally would.