

# FOX HUNT

## General Explanation

A fox hunt is tracking down a hidden transmitter with receiving equipment. We allow the fox (the people who won the hunt last time) to take the transmitter and hide. Then about 15 minutes later the dogs are let loose (hunters). Using directional receivers, compass and maps, the dogs close in on the fox. The fox always gets caught. That's because the fox will give hints as to where they are when the hunters take too long. After the catch, we all go down to City Market to have refreshments and to talk about just how bad (or good) we did.

The winner gets the fox toy and the last one in gets the skunk toy. We ask that both be displayed for the month involved until once again the hunt is on. It's loads of fun every time.

- Times for the fox hunt may vary as the outdoor temperature varies from summer to winter.
- In the summer we usually start at 8:00 am before the heat of the day.
- In winter we usually start at 9:00 am after the day starts to warm up.
- We would love to have you join in as a contestant or just to see what it's like. There is always room in one of the hunters cars for an observer / helper.

**Current Fox Hunt Rules are on the following page.**

## THE FOX



# FOX HUNT RULES

Revised January 2019

1. **Time & Place.** Fox hunts normally are scheduled on the 3rd Saturday of each month, within the property boundaries of Sun City (Georgetown, TX).
2. **Start Information.** All hunters meet at the Activity Center parking lot at least 15 minutes before the designated start time of the hunt. At that time the hunters organize into teams that are identified by the Fox hunt coordinator or his designee and prepare their gear to start the hunt. The Fox should be in its hidden position by this time as well, and ready to start transmitting, normally the top of the hour. The Fox hunt coordinator or his designee will confirm the teams' readiness, and then contact the Fox handlers on the SCARS repeater frequency of 441.625 (+ offset, pl tone 103.5), to verify his readiness and confirm communications and any last minute instructions or announcements prior to the hunt's official start.
3. **Limitations.** The Fox is not allowed to hide on any personal property, in any Sun City building, or on any golf course property, and should be at a position that does not cause hunters to have to cross any of these above mentioned properties to get to the transmitter.
4. **Power/Antenna.** The Fox transmitter will transmit on 146.565 mHz to a vertical antenna, with power output of at least 50 mili watts (mw). The Fox cannot vary the transmit power or move from its original location once the hunt starts, unless notification is given to the hunters.

Note. If the SCARS' Kenwood TH-F6 HT is currently being used as the Fox Transmitter, the Fox can choose 1 of 3 pre-programmed power levels, preferably the lowest power that presents a measurable signal that can be received and tracked by Fox Hunt Teams.

- \* The TH-F6 power levels using built-in battery pack power are:
  - H: 5.0 W;
  - L: 0.5 W;
  - EL: 0.05 W

The Fox transmit-control box is programmed to transmit a code identifier at intervals of approximately 3 minutes (175 seconds) ON, and approximately 2 minutes (115 seconds) OFF to comply with FCC regulations. In the event that the control box is inoperable, voice transmissions can take its place.

5. **Clues.** If the majority of teams have not discovered the Fox within an hour, the Fox can transmit a clue, if requested by hunt teams. Clues can then be given out at the discretion of the Fox.
6. **Rescheduling a Hunt.** Fox hunts are commonly held on the second Saturday of the month. If the hunt is canceled due to inclement weather or a conflict in scheduling or other issue, it will be rescheduled and announced to the SCARS membership.