

FOXHUNT PROCEDURES AND SCORING RULES FOR 2011

PROCEDURES:

1. Contestants record their odometer readings at the foxhunt starting point, and report this data to the fox
2. Contestants record the time and odometer reading when they locate the fox transmitter and report these data to the fox. Alternately, the fox directly notes and records these data.
3. The fox forwards the individual hunter or team starting and ending odometer readings and the time data to the foxhunt coordinator.
4. The fox and foxhunters use the 146.76/.16 machine for coordination purposes.
5. The fox transmits on 146.430 MHz simplex. Fox transmissions should start promptly on the half-hour (assuming foxhunt start times of 1:30 pm/6:30 pm depending upon the month of the year), and at five minute intervals there-after. Each transmission duration is normally one minute in length.
6. If the fox employs a high power transmitter initially, and then switches to a low power (hidden transmitter, i.e., typically a cross-band HT), the following procedures will be followed.
 - a. High power transmissions will occur for one minute every five minutes.
 - b. When the first foxhunter localizes the fox, i.e., is out of his/her vehicle and is on foot, the fox will transmit on high power for one minute and then transmit for another minute using the actual (hidden) fox.
 - c. The fox will continue with this (high power, low power-actual fox) procedure until all foxhunter/foxhunter teams have localized the fox. At this point the fox may resort to using the low power-actual fox only for all follow-on transmissions.
 - d. The fox WILL announce the start of the high power-low power procedure, and then WILL announce the transition to the low-power actual fox only procedure when each of them is initiated.
7. The duration of a hunt is limited to 2.5 hours.

SCORING:

1. Every hunter starts a hunt with 1000 points.
2. Minutes used by a hunter/hunter team to find the fox are multiplied by 2.5 and equal time points.
3. Mileage traveled by a hunter/hunter team to find the fox is multiplied by 10 and equal mileage points.
4. Time and mileage points for a hunter/hunter team are added together and the sum is subtracted from 1000.
5. The result is the score for that particular hunt for the hunter/hunter team. (Note, each member of a hunter team receives this score for this particular hunt, and it is accumulated through out the year to compute a participating hunter's year end score).
6. Whichever hunter/hunter team has the highest score is the winner of that hunt, and they are the fox for the following hunt.
7. Hunters, or teams who have not found the fox at the conclusion of the hunt (i.e., by the time limit) are awarded 200 points.
8. Hunters, or teams who have found the fox, but who's score is less than 200 are awarded 200 points.

Scoring for the fox:

1. The scores from individual hunters and hunter teams is summed.
2. This total is divided by the number of individual hunters.
3. The dividend is subtracted from 1000; the result is the fox's score for that hunt.
4. If the fox is not found by any of the hunters at the end of the time limit, 1000 points is awarded the fox. In this situation, (fox not found), the fox for the next hunt will be drawn at random from those participating in the current hunt who indicate an intent to participate in the next hunt.

Overall foxhunt winner for year:

The foxhunter with the highest accumulated scores from all of the hunts is the winner for that hunting year. This foxhunter, (or possibly team) accumulates its points either from being a hunter, or being the fox.