



Ökologischer Jagdverein Bayern e.V.



# ORGANISATION OF DRIVEN HUNTS FOR UNGULATES

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# GLOSSARY OF TERMS

**Backstop** – A safe background feature that stops a bullet once fired. It should ideally be something like an earth bank or solid ground in order to prevent ricochets.

**Peg** – Location at which a hunter is located during a driven hunt. A peg will often include an open-sided elevated structure so that the hunter can have a better field of vision and to give a better bullet backstop.

**Highseat** – An elevated structure used by hunters to allow them a better field of view and a better angle of fire to prevent ricochets. It allows the hunter to sit and wait for game to move into the area without disturbing it.

**Hunt leader** – Person in charge of the overall hunt. It will be his responsibility to hold all briefings including Health & Safety and he will organise and manage the peg leaders.

**Peg leaders** – They will be responsible for a set amount of hunters. These groups of hunters will be assigned to the peg leader by the hunt leader. Each peg leader is in charge of ensuring hunters are brought to their respective pegs and made aware of all Health & Safety considerations.

**Beater/driver** – Beaters walk through the hunting area and flush game out from its cover.

# BASIC PRINCIPLES OF DRIVEN HUNTS FOR UNGULATES

Driven hunting is a form of hunting practised over many years from which various forms have developed over the years. Usually driven hunting involves the use of hunting dogs to move game in order for the hunter to shoot the animals as they pass his peg. Driven hunts are seen as the most effective form of hunting ungulates and are utilised especially in highly forested areas with close-to-nature and dense cover type forestry. Because of the lack of natural predators and because ungulates are highly intelligent and learn from hunting pressures, it is often not possible to achieve desired ungulate densities utilising conventional

hunting methods such as from highseats (Wölfel, 2003). In Bavaria the ungulate management guidelines (3.1.1990, Ziff. 1.2.2) stipulate that all hunting should be based on natural selection. If one considers that the natural predators of ungulates are wolves, then the use of dogs with this type of hunting has resemblances. Driven hunting using dogs has similarities to how a wolfpack would hunt; the pack comes into an area of woodland, causes a short 'disturbance', takes prey, and then moves on. Between these occasions there are quiet phases in which the game is left undisturbed.

Driven hunts are an efficient and relatively short hunting intervention that allow ungulate numbers to be adjusted to the environment. With these methods, it restricts the disruption associated with other forms of hunting such as from a highseat or stalking on foot or vehicle. The hunting pressure and ungulate related damage (e.g. to agriculture) is reduced. It also allows the development of close-to-nature forestry. Driven hunts are particularly effective in variable forest canopy structures (e.g. where there are large pockets of natural regeneration).

Driven hunts belong to a set of hunting concepts in which the local conditions including the interests of landowners and the general public are taken into consideration.



Short-legged hounds, here a "Swiss Hound", move game so that it passes several hunters.

The success of the driven hunt cannot just be judged on the amount and selection of animals culled, but more so on the long-term positive effects on natural regeneration of target tree species (deer species favour particular forage, and may eliminate natural regeneration of certain tree species) and the reduced damage caused to agriculture.

During driven hunts it is critical that the game is moved slowly and well in front of the dogs or beaters, or if the animals are flushed for a short distance, it is important that it is done in such a way that the animals slow down again soon after being disturbed. Especially roe deer will stop momentarily to look back at the source of perceived danger. Consequently, it is not necessary to shoot at fleeing game; animals will often arrive at the next peg having slowed down or even stopped.

As driven hunts take place during the day and game is usually shot when it is in a stationary position, it allows for high levels of safety and correct identification of game species and sex. Collectively it can be taken that large driven hunts are an efficient method of hunting in which game can be culled effectively during short bouts of perturbation.



The use of disposable gloves for hygienic reasons and to protect against infectious diseases is advisable.

# LEGAL ASPECTS

Please check country specific detail under the respective Wildlife legislation of your country.

## HEALTH AND SAFETY CONSIDERATIONS DURING DRIVEN HUNTS

The driven hunt is a highly disciplined event. Safety of the participants is the primary concern and shooters must be alert and aware of their fellow hunters at all times. The main aspects that should receive particular attention, in addition to standard health & safety practices during all hunting activities, include:

- During driven hunts with the use of designated shooting pegs, it is required that all participants are taken to their pegs by the peg leader to indicate clearly to shooters what their safe shooting directions are. After shooters are assigned a peg, they should communicate with their peg neighbour to indicate their position, if there is no visual contact between neighbouring pegs, it is the responsibility of the peg leader to ensure communication



Utmost care is always required. The beaters are often barely visible despite high visibility clothing.

between peg neighbours. Unless the hunt leader dictates otherwise, it is not allowed to change or leave the assigned peg. If there is prior agreement with the hunt leader to change or leave the peg before the drive has ended, the shooter should always indicate his intentions to his neighbouring shooter. If persons are in a dangerous position it is not permitted to shoulder the rifle or aim in this direction. A follow through with the shouldered rifle in the direction of a fellow shooter or the beater line is not permitted. If a shot is not fatal, peg and hunt leaders must be informed. The hunt leader will decide when a search for wounded animals will be conducted. The animal should be found and dispatched as quickly as is safely possible.

- Outside of the active driven hunt, the firearm is to be carried unloaded with the breach open and the muzzle in an upright position. During unfavourable weather conditions the organiser can allow the firearm to be carried with the breach closed but the firearm needs to be unloaded and the muzzle in the upright position.
- Beaters may only carry firearms that are not loaded. It can be advantageous for some beaters to carry a suitable firearm in situations where a wounded animal needs to be dispatched or a dog has cornered a target animal.
- It is vital that all parties involved in the driven hunt wear suitable high-visibility clothing.

## ANIMAL WELFARE

Humane and ethical hunting includes:

- The shot should be fatal so as to reduce/preclude any suffering for the animal. Hunters should train for situations that will arise during driven hunts. They should practise their marksmanship regularly. For many hunters, the shot at a standing animal is safer.
  - Dominant female animals with dependent young (such as red deer hinds with calves), are to be spared during hunts. Calves should be shot before the adult females.
- Use of dogs
  - Long pursuits of healthy game by dog packs is not permitted due to animal welfare concerns. Pursuit of injured game by individual hunting dogs is permitted. It is the responsibility of the mobile shooter (hunter who walks with the beaters) to dispatch any injured game as quickly and efficiently as possible in order to minimise its suffering.



# PLANNING

## TOPOGRAPHY – HABITATS – SEASONS – WEATHER

It is important to consider the topography of the hunting areas when planning a driven hunt - is the area mountainous, densely forested, or urban or semi-urban? The chosen type of driven hunt will need to be matched to the given conditions.

- In areas where there is a mixture of forests and fields, each forested area will be assigned a separate drive. The pegs are assigned to cover known game paths and escape routes.
- The structure of the woodland such as the trail and road network will often guide the classification of the area.
- [Germany] September is a good time for driven hunts in pure conifer stands as visibility is not dependent on whether foliage has dropped and the season is open for both male and female roe deer.
- There are situations where driven hunts will be restricted or impossible:
  - On safety grounds due to presence of other recreational users, and due to the presence of motorways or railway lines, etc.
  - In areas where there are large maize fields, the possibilities for driven hunts of wild boar involving dogs may be restricted due to the limited escape opportunities within the maize field. The safe location of pegs surrounding the maize field may also be problematic. Due to these issues, other strategies should be used such as positioning pegs along wooded areas into which the wild boar are likely to flee once disturbed.
  - During periods of heavy snow (when ungulates will have difficulty moving), during strong frost (energy loss), and when the snow has a crust on the surface (because of the possibility of injury to dogs and wildlife).
  - When access to the hunt area for emergency vehicles is restricted due to bad visibility from fog, ice on trails and roads, heavy snowfall, storms, danger of snow breakage of trees. Safety is the overriding factor determining whether the driven hunt will proceed or not.

- Driven hunts should ideally begin after leaves have fallen in order to improve visibility of game. Ideally, driven hunts should be arranged during periods when there is open season on all ungulate species.
- Ideally, the timing of driven hunts should be chosen with due consideration of the weather conditions. Due to amount of participants of a driven hunt, this will not always be possible.
  - A light snow covering improves the visibility of game.
  - A light frost will move game earlier and the hunter can hear the approach more easily.
  - In contrast, wet days with rain and mild conditions are not ideal. The approaching game blends in well with the surrounding environment and its movements are not easy to hear.
- The time of day can also play an important role in the success rate of the driven hunt. Morning hunts are often more successful than afternoon hunts. Game may not be as active in the afternoon, and during the subsequent drives dogs will often be tired and hunters less concentrated.

## FACILITIES REQUIRED FOR A DRIVEN HUNT

The bottom line:

- Hunting facilities such as pegs, stands and seats must conform to health & safety requirements.
- Every peg must be inspected prior to use and also climbed to ascertain its requirements.
- Danger zones must be clearly identified and marked.

Besides the location of pegs, a key determinant in the success of a driven hunt is the type of stand and seat in each position. Highseats or cabins erected for conventional stationary hunting purposes will often not be optimal for the purposes of driven hunts. Therefore, it will be inevitable that a range of peg seats should be erected throughout the hunting area. The location and arrangement of the peg should enable the hunter to be comfortable, quiet and safe, allow the hunter to shoot from a standing or sitting position, and allow a clear view in all directions.

These criteria indicate that conventional hunting aids such as enclosed highseats will often lead to failure and frustration. An elevated shooting position not only improves the sightlines but also safety. The bullet backstop is needed regardless of the height of the peg stand. Shots over flat ground should be avoided.



Even simple "battue" high-seats or stands provide more visibility and a better bullet backstop.



Higher "battue" stands provide an even better overview, more visibility into tree regeneration and increase safety. The luxury of a roof pays when it rains (and with regard to durability of the structure).

Note: Advice from the DEVA [Deutsche Versuchs- und Prüf-Anstalt für Jagd- und Sportwaffen e.V. - German Institute for Testing of Hunting and Sporting Guns] indicates that bullets will ricochet at angles of less than 5°–10°. On a peg seat located at ground level, this critical angle is achieved after about 10–12 m. Therefore, it is advisable that all ground-level peg seats are located where there are slopes to act as a good bullet backstop.

**Suitable peg facilities would include:**

- Open-sided elevated high seats (see picture p. 11);
- Large open-sided cabins (Length×Breadth×Height min. 1.6×1.5×2.0 m)(see picture p. 11);
- Ladders with stand area (min. 1.0×1.0 m);
- Open ground-level seats.

**Facilities that would not be suitable include:**

- Peg locations on the forest edge looking out towards open fields;
- Enclosed highseats;
- Enclosed ground seats;
- Pegs that do not allow the hunter to stand up while shooting;
- Pegs that look out onto features such as a riding paths or forest roads.

**Suitable locations for hunting pegs**

The success of the driven hunt will be determined by the location of the pegs. They should be chosen so that the game will move slowly past the peg or stop near the peg. Suitable areas would include:

- Old growth woodland and open areas with vegetation not taller than knee height or with small pockets of regeneration;
- Thicket stage woodlands with sufficiently wide shooting aisles;
- Open, natural regeneration areas with clear visibility;
- Known game tracks or along fences, along ditches or under cliff faces;
- Transitional areas from thicket to more open canopies – often when game passes from one woodland area to another, they will stop to check the area is safe;
- Skid trails (timber extraction tracks) with good visibility of the forest edge;
- Skid trail junctions which may allow lines of site in multiple directions;
- Large open areas with increasing vegetation at the forest edge;
- Old age woodland with a distance of around 100 m to the game cover.

**Unsuitable locations of hunting pegs**

- Tracks, riding paths and skid trails that do not allow good visibility;
- Open areas;
- Small clearings within a thicket stage woodland;
- Old woodland with no cover and the required distance to the game cover;
- Also inefficient and extremely dangerous would be the classic location of a peg along a forest road and wide riding paths. Game will often flee across these light bridges, often after pausing at the woodland edge, mostly in full flight; an accurate shot is difficult and it will often be impossible to evaluate any game prior to firing a shot. The risk of ricochets will often be increased due to shooting towards paved paths or compacted soil. Shooting along these sections may also increase the risk of other recreational users turning up who have ignored warning signs about the hunt – this should always be expected from a Health & Safety point of view.

Often it will not be possible to identify all suitable peg locations. Animals will move unpredictably, and a location that may have looked promising will after a number of drives prove fruitless and will have to be changed; other locations may surpass expectations.



Shooting aisles or lanes must not be too narrow and should have a natural bullet backstop.  
Never shoot towards slope edges / ridges.

- The approach route for hunters to each peg should be marked;
- Some pegs can be used twice depending on whether two drive areas join each other;
- Multiple pegs can be spread out to the various hunt delegators / peg leaders;
- All the pegs should be walked with the hunt and peg leaders before the drive starts, especially if they are not from the local area.

## PEG PROTOCOLS

It is recommended that all hunters receive a map of the hunt area. In this map peg numbers should be identified in order for hunters to get an idea of where their neighbouring hunters are located and in the case of an emergency to facilitate easy identification of peg locations.



A light snow cover provides hunting advantages ...



... and facilitates easier tracking of wounded game.

Peg protocols should be included with the hunt area map, which should include important information:

- Drive (Date, Start, Area);
- Name of hunt leader / peg leader;
- Peg number;
- Name of hunter;
- Telephone number of hunt leader;
- Emergency numbers, Vet;

Peg protocols will also aid in the detection of game movements. This will allow for improvements to be made for the next hunt.

- What was seen?
- Which direction did game flee?
- What, when and by whom was game fired upon?
- Was tracking of wounded game required?
- What calibre ammunition was used?
- The peg protocol should be posted at each peg.

## TRAFFIC SAFETY

If there are public roads in the hunt area, or close-by, then special safety considerations are required.

A safe hunt can be achieved through road blocks, hunt personnel and warning signs placed at key locations around the hunt area. Placing of signs will require consent from the authorities. This will require application to the relevant department associated with these regulations. Permission must be obtained from the relevant authority in order to control of traffic in the hunt area. In the Irish context this would be either the relevant County Council or the National Roads Authority. It will be necessary to agree a protocol in which the hunt does not endanger the general public.

There is no set of rules governing how this arrangement is achieved; it is often requested by the hunt leader. The relevant authority may charge a fee for this.

The hunt registration with the authorities should usually take place at least three days before commencement. When signs are being erected, permission should

be carried of what is to be put where and when this is to take place. It would be clearer if the authority devised a plan indicating location of each sign. This will prevent difficulties at a later date.

It is vital to engage all relevant authorities before placing signs along roads and paths.

## INVITATIONS

A successful driven hunt depends on cooperative, safe and savvy hunters. Nevertheless, there should be opportunities for some inexperienced hunters to participate in order to give them the possibility to learn from more experienced hunters. Especially, the inexperienced hunters will need to spend a lot of time on the range practising.

If the hunt is to be successful, the hunt leader will have to spread the hunters out efficiently.



Driven hunts foster companionship and camaraderie. The hunting bag is a group achievement! (Note: the dogs are missing in this picture since they are already in the cars)



Hunters should be informed of certain things when invitations go out:

- Date, start time and expected end of hunt
- Address of meeting place, venue directions and map
- Equipment
- Minimum calibre (at least 7 mm)
- Which type of dogs can be brought to the hunt and used
- High-vis clothing (vests or similar) is an absolute necessity – a red hat band will not suffice.
- Is lunch provided, or do hunters need to make their own arrangements?
- Firearms should not to be brought to the meeting area; they should be left in locked vehicles out of plain sight.
- A high level of shooting skill will be required if the hunt is to be responsible and humane. It is thus important to advise invitees of the importance of practice prior to the hunt.
- Participants under the age of 14 are not permitted to participate in any part of the hunt. If they are older than 14 years of age, it would be beneficial for them to participate as beaters in order to gain some experience.
- No alcohol is permitted prior to and during the hunt. This should also be the rule for residual alcohol from the night before. The hunters should take some rest time before taking part in the hunt in order to be fit and sharp.

Where there is a bad experience with a hunter, they should not be invited to participate again.

## FIREARMS, AMMUNITION, OPTICS

Hunters must be informed in advance about the required equipment. It is not reasonable to expect hunters to return home and change equipment.

### The correct firearm

- It is a hot topic amongst hunters what firearm is the right choice and with what type of ammunition. The bottom line is that every hunter must be familiar with and feel comfortable using their equipment. As set out previously, the minimum calibre is at least 7 mm or upwards.
- More than for the stationary hunt on highseat, it is vital for a driven hunt that the hunter is fully trusted concerning all aspects of his firearm, safety release, reloading etc. Only if these aspects flow together, will it be possible to concentrate on the hunt itself. It is therefore recommended to use a firearm that is in regular use, not a firearm used exclusively for two or three

driven hunts a year. Regular training and practice sessions in a suitable rifle range on moving targets will improve the co-ordination of the hunter in relation to his firearms and a moving target.

- A recommended firearm for sole use in a driven hunt would be;
  - Bolt action or semi-automatic rifle 7 mm upwards.
  - Variable scope: 1-4×, 1-6×, 1.5-6×, 2.5-10× which is mounted on e.g. a quick release mount in order to use the iron sights if required.
  - Red dot sights.
- In summary: Use equipment that conforms to the relevant legislation and that you have practised and are comfortable with; check your equipment regularly to ensure it is in good working order.

### **Shooting behaviour**

- Accurate shooting requires a high level of concentration. Shots can be fired standing or sitting and with or without gunrests.
- In general shots should only be made at distances of <60 m. It is advisable to utilise red dot sights. Open rifle sights can be used at shorter distances and longer shots can be made if the hunter is sufficiently skilled.
- No firearms are to be carried in the meeting area – neither at the opening talk nor when the game is laid out. Depending on national legislation, firearms may be kept in locked cars if they are not visible from the outside.

## **DOGS**

Dogs are either released from the pegs, or led by beaters walking through the hunt area. Dogs released from the pegs will usually roam further than the small radius covered by the dogs led by dog handlers.

- The availability of dog handlers should be checked well in advance of the hunt.
- Neighbouring landowners should be contacted. If the neighbouring landowners are not participating in the hunt, then the dogs need to be very well managed or not used at all.
- Experienced beaters and mobile hunters should know the hunt area well. Participants new to the area should be assigned a companion with local knowledge.
- The release of dogs should be discussed before the hunt. If the hunt is to be conducted in a 'quiet' manner, then handlers and hunters should only release dogs at a certain time.

- The use of dog GPS tracking systems is recommended when possible. This will alleviate unnecessary waiting times and will help in establishing and averting points of danger.
- The ‘overhunting’ of dogs can be examined in hindsight if GPS locators are used.
- Experienced working dogs should be used, that will hunt independently during the hunt.
- Equipment for the safety of dogs should also be planned: high-vis vests should always be used except on dogs that would naturally be highly visible (e.g. if the dogs are mainly white and there is no snow); and for wild boar hunting protective vests for dogs could be considered.
- As a minimum all dogs should wear a high-vis neck collar with the handlers phone number to ensure the dogs can be swiftly returned to their owners; the phone numbers should be displayed in large writing (on the collar or vest) in the case of dogs that cannot be captured easily by strangers.
- For control and tracking of wounded animals, qualified tracking teams should be utilised. Tracking of wounded animals should be delegated by the hunt leader only.
- Veterinary care should be clarified before the hunt (contact details of relevant vets in the area should be included in the hunt protocol and given to all hunters).
- It is recommended to insure all participating dogs against injury, theft and death.



Pointers, here a “Kleiner Münsterländer” with high-viz and protective vest, are suitable to move with the beaters.

### What dog breeds should be used?

Generally all dog breeds can be utilised. The characteristics of good hunting dogs are described in the 'Propositions for driven hunts' Nr. 39/2003 38 LWF, Nr. 3 "Dogs" are described as follows;

### 3. Dogs

Basically many different types of hunting dogs can be used. The dogs should:

- Be well-behaved in front of people and other dogs.
- Track game audibly, i.e. they bark when "on spoor".
- Have a good temperament.
- Will stand their ground when faced with an injured animal and not broach the carcass of the dead game.
- Have a pronounced sense of orientation.
- It is important that at least some of the dogs that will stand their ground when confronted by game; this is an advantage in a number of situations (pushing game out of cover, dragging down wounded game). In comparison, dogs that do not exhibit these characteristics, e.g. beagles, will contribute positively by moving deer out of cover slowly.
- Pointers who work closely with their master have an advantage in hunting over short distances. They are ideal in the case of the mobile hunter.
- Smaller dogs move game more slowly, which makes for safe and efficient shooting from pegs.

In summary: the breed and number of dogs required is dependent on the target game and the characteristics of the hunt area.

## OVERHUNTING DOGS

*Überjagende Hunde* (overhunting dogs) is an issue that has received some attention in Germany in recent years. Overhunting dogs are dogs that stray outside the hunt area. It is recommended that the conditions for the use of dogs in a hunt is also agreed for the areas adjacent to the hunt area. If dogs drive game onto neighbouring land, the game cannot be culled unless there is prior agreement with the owners. 'Overhunting' is thus not part of an efficient driven hunt.

Ideally there could be agreement between owners of hunting rights in adjacent areas to jointly partake in driven hunts organised by a multitude of landowners (or to allow driven hunts to take place in these areas).

Dogs, of course, do not understand that hunting is allowed on one piece of land but not another, and therefore, it is very difficult to entirely exclude the possibility of dogs straying onto adjacent land. It is thus important that all considerations are taken to minimise the risk of this happening. Along the boundaries of the hunt area, it is recommended to use dogs that stay close to their handler. As a general rule dogs that hunt over larger distances or dogs used by the mobile hunter, should not be released closer than 200 m to the boundary.

## COMBINED-AREA DRIVEN HUNT

When herds of deer or boar are disturbed they will often move across boundaries. Combining a driven hunt across a number of hunt areas will allow the game to be followed and improve the chances and level of success. Ideally combined driven hunts should be arranged when there is open season for all game as it will be more efficient. Restricting the target game, to say boar, will be counter-productive. Combined driven hunts will restrict the amount of hunting pressure on the game over the whole year. In combined-area driven hunts, dogs that can cover larger ranges should be used. Combined-area driven hunts are particularly effective for boar hunts because of their large flight radius. Compared with roe deer, which have a relatively small flight radius and will return to the initial cover they were flushed from after 1-2 hours, boar will move over longer distances into different areas for cover. If boar packs are difficult to break from their cover, combined-area driven hunts will also improve the efficiency of the hunt as there will be more pegs around a number of hunt areas. It should be agreed in advance in what locations pegs would be placed especially along the boundaries when planning combined-area driven hunts. For the sake of building trust between hunt partners it should be arranged to:

- Exchange collection points;
- Share the overall hunt tally;
- Arrange for hunters from the neighbouring areas to inspect the game once laid out.

This will enable trust to be built and ensure that future combined hunts can take place.

## BEATERS AND PEG LEADERS

- Mobile hunters and beaters should not be placed in the same area. Beaters and mobile hunters should have local knowledge or have use of maps of the hunts area depicting the peg locations of hunters.
- Persons that are not physically able to move through rough terrain should not be beaters.
- Guest beaters who do not have knowledge of the hunt area can pose a safety risk and must be led by someone with good knowledge of the area.
- Beaters and mobile hunters should be given high-viz vests for safety.
- There should be a lead beater, who is in charge of a beater group.
- The overall hunt leader will provide beaters, dog handlers and mobile hunters with a map of the whole hunt area in which all pegs are clearly identified.
- The beat areas should be clearly identifiable with forest roads and tracks, rivers and streams, and woodland boundaries clearly marked.
- Transport should be organised for beaters before and after the hunt. If the beating takes place to and from a collection point, this will not be necessary.



High visibility clothing for beaters is imperative!

## NUMBER OF BEATERS AND HUNTERS

For driven hunts of roe deer in Bavaria, for instance, the number of beaters is limited to four. In other regions there are no fixed limits on the number of beaters or dogs. Instead of or in addition to the beaters, the hunt leader may include mobile hunters if he allows them to leave their designated peg. Mobile hunters have a number of roles:

- To flush game with dogs over short distances;
- Contact stationary peg hunters;
- Check culled game;
- Bring culled game into view of the hunter;
- Carry out short game tracking.

Mobile hunters play a leading role in driven hunts. They can communicate with stationary peg hunters and warn peg hunters if necessary (e.g. if the peg hunter takes a shot without an appropriate backstop). They will have maps and be knowledgeable of the hunt area and should not put anyone in danger if they fire their weapon.

These mobile hunters do not fulfil any beater functions. The work of finding game and pushing the game out of cover is done by the dogs. Beaters will move the game on once the game has been flushed.

### **Role of the peg leaders:**

- Peg leaders should have a detailed map of the peg area unless they already have detailed knowledge of the hunt area.
- Especially on larger hunts, experience indicates that assigning smaller groups to peg leaders (e.g. from 5 to a maximum of 10 hunters per peg leader). This will allow hunters to be brought to their pegs quickly. The peg leader will be informed by his hunter of all events during the hunt after the hunt is completed (see also peg protocol). This will allow for all information to be collated and submitted to the hunt leader. Important measures (e.g. tracking wounded game) can then be co-ordinated quickly and efficiently.
- Peg leaders should have access to vehicles in order to remove game to the collection area from the area once hunting has finished.

## SAFETY

- Safety is paramount and has priority in the planning, organising and execution of the hunt.
- The hunt leader is responsible for safety.
- Choice and demarcation of the hunt area. Potential risks and dangers should be identified and minimised (roads, settlements, etc.).
- Emergencies should be reported to the emergency services via 112.
- Parking on access routes should be arranged so that emergency vehicles will not be impeded.
- Mobile phone coverage should be assessed before the hunt. All peg leaders should have access to a mobile phone and a first-aid kit.
- Closures of public roads, forest roads, tracks and paths must be marked clearly with signs and/or tape. Conditions must be checked with, and necessary permissions obtained from, local authorities and regulatory bodies.



Danger areas should be clearly marked as such!



# IMPLEMENTATION

## BEFORE THE HUNTING PARTY ARRIVES

- Warning and advice signs to be erected.
- Sufficient firewood to be brought to the collection area on morning of hunt.
- Picnic tables/benches to be brought on site.
- Organise the transport and supply of food and beverages.
- Assign responsibility for lighting and safety of camp fire.
- Organise evening meal with local restaurant and inform the proprietor when and how many people are expected.
- Hunting licences should be checked before the initial hunt briefing.

## THE HUNT BRIEFING

The briefing prior to the hunt is the core part of the hunt. Beaters and hunters should be given all the information they need for the day's proceedings. The hunt leader will have to explain the exact proceedings and clarify the rules and protocol. These criteria will allow for the hunt to proceed without difficulties.

- Aim of the driven hunt;
- Run-down of the safety considerations;
- Start- and end-times of the various drives;
- Determine the exact remit of the beaters;
- Clarify the exact timing of the release of dogs from pegs;
- Clearly define break periods for eviscerating culled game and these should be time/place specific;
- Cars should be parked in such a way that approaches and access routes are not impeded;
- If not already done, check hunting licences, etc.;
- Provide marking tape to mark shot locations in case tracking is required.

### Safety instructions

During the safety briefing, all safety aspects must be covered.

- **Fundamental principles: "Safety before shot" and "Everyone is responsible for their own shot!"**
- Firearms should be kept in vehicles during the briefing. When firearms are being carried to the peg, they should be unloaded with the muzzles pointing upwards.

- The firearm should only be loaded at the designated peg. Otherwise it should be in an unloaded state with bolt open or in the case of shotguns and combination rifles the action should be open.
- The assigned peg should not be left during the duration of the drive.
- If a person appears in the line of fire, firearms should not be shouldered or fired in the direction of the danger zone.
- The hunt leader can decide if he will allow hunting to commence once the peg has been reached. Usually hunting will only commence once all the pegs have been filled and the drive begins.
- Animals should not be fired upon unless they have been fully identified. It is prohibited at all times to fire on moving targets in scrub where the target cannot be clearly identified.
- No hunter located on a peg can fire upon an animal that has been cornered by a dog. These animals will be dispatched by the dog handler or the mobile hunter.
- Animals should not be fired upon if in full flight. The hunter should aim to slow the animal down by means of a whistle or shout. Otherwise the hunter should let the animal pass as it could still be culled by a neighbouring hunter. A shot on a moving wild boar is somewhat easier considering the more even sequence of movement. This still does not permit the hunter to recklessly fire at the boar.
- It is not allowed to fire after the drive has ended, except to dispatch injured animals.

### Target game

- It has to be clearly defined what game is to be culled. Any restrictions need to be clarified in detail.
  - Bottom line: No females that have **dependent** calves or piglets are to be culled.
  - Other restrictions could be:
    - + Restrictions on stags of varying age class
    - + Ban on shooting foxes during the drive, these are often fired on without consideration
    - + If foxes are to be part of the cull, the hunt leader should be clear that they are all collected and skinned for their fur
    - + Any legislative restrictions due to open seasons
- Due to the intensive planning required and the considerable disturbance caused to herds, it is recommended that all open game be targeted during the drive. It is important to be aware of the cull targets.

**Subsequent provisions for culled game**

- Culled game should be dragged to the nearest forest road. They should not be gutted. The peg leaders are responsible for bringing the game to the collection area where gutting will be dealt with.
- Hunters should try and carry out a pre-shot examination of the animal (e.g. unusual movement, visible injuries, etc.).

**Peg information**

- Danger zones need to be clearly identified from each of the peg locations. Shooting into these areas is strictly prohibited.
- If pegs are not readily identified on the ground, the peg leader should introduce the hunters to their respective pegs and highlight all the safety aspects to them. These aspects include location of neighbouring hunters, safe lines of fire, etc.
- After the hunter has taken up position in their peg, they should familiarise themselves with their surroundings. They should note all danger areas such as roads, walking paths, backstops, etc.
- If possible neighbouring hunters should communicate vocally and visually.

**Responsibilities**

- All peg leaders and organisers should be introduced to all hunters, so that individuals know who they can speak to.
- The peg leaders shall collect the hunters assigned to them by the hunt leader and take them, or give directions, to their pegs.



We are shooting at living creatures, not shooting targets! Everyone has to know the limits of his shooting skill and should comply with it.

- If hunters have not already been assigned by the hunt leader, peg leaders should assign the hunters to the relevant pegs according to their shooting abilities and fitness levels.

#### **Additional announcements**

- All shot locations for potential dog tracking should be marked preferably by both the peg leader and the hunter.
- All dog tracking of wounded game is to be arranged by the hunt leader.
- It should be clarified with dog handlers before the hunt if all straying dogs should be collected and brought to the collection area. This is recommended if there is a substantial public road network in the vicinity of the hunt area.
- It should be highlighted again that all emergency information and telephone numbers are located on the maps provided before the hunt.
- **The main principle should be: The day should conclude in such a way that all hunters can shake hands at the end of the day.**

## **DEALING WITH THE CULLED GAME, GAME MEAT HYGIENE**

- There should be adequate facilities at the collection area such as sufficient water to deal with evisceration of all culled game in a hygienic manner. There should also be facilities to hang the culled game.
- If the hunt continues into the late afternoon, lighting should be provided at the end of the hunt.
- Specialised staff (i.e. butchers) should be used if available to carry out the evisceration on site.
- If the butcher is not a hunter, then a 'competent hunter' (EU Reg 853/2004) should be available to fulfil this criteria.
- All entry and exit wounds should be cut out generously, especially if the shot is through the intestines.
- Plentiful supply of suitable containers for the removal and disposal of eviscerated material.
- Dogs should be kept away from the collection area.
- Hunters or members of the public should be kept away from the collection area to maintain a quiet, clean and safe working environment.
- If possible, all game should be hung by its hind legs and transported and stored in this way.

- It is important that all game is assigned to the individual hunters.
- Have a supply of 3-litre plastic bags on site to store the red offal (liver, heart etc) for hunters if desired.
- Only on longer hunts (4-5 hours) should the game be eviscerated in the field. On safety grounds, the hunt must stop for a period (of say 30 minutes) to allow for this. During the hunt briefing the timing of these breaks must be clarified.
- Production of quality game meat is imperative in all aspects of the hunt.
- Professional and time conscious evisceration, appropriate chilling of game, transport and storage should be paramount during and after the hunt has concluded.
- Hunting in conditions well below freezing should not be encouraged. If this does occur, it should be noted that the game should not be allowed to chill too quickly before rigor mortis sets in, as otherwise the meat will become very tough.
- Game dealers should be notified of times/locations of the hunt so that clean animals can be collected in a timely fashion. Badly shot game should be taken by the hunters or the hunt leader should organise for the animals to be butchered on-site.
- It is not always recommended to lay out the game after the drive is over. From a meat hygiene point-of-view it is more important to get the game into a chilling facility as soon as possible.



Hang game by its hind legs for gutting and provide containers for offal.



Markers (here on the ears) help to assign culled game to individual hunters.

### Identification of unusual characteristics of live game

- All animals that have shown unusual behaviour or physical characteristics before shooting will potentially have to be examined in full by a veterinary specialist. Such animals should be clearly marked so that they can be examined in more detail later.
- Culled ungulate game should be stored and transported separately from predator game.
- Marking of culled game: all game should be assigned to the individual hunter on large hunts. This is especially important in relation to wild boar, as they will need to be examined for *Trichinella*.

## CONCLUSION

After the final drive, the closing address should take place at the collection / meeting area:

- The overall game count should be announced; this may only be a preliminary count if tracking still has to be concluded.
- Thank all dog handlers and organisers involved in the hunt.
- Hand around a container for a collection for the dog handlers – used to pay for emergency costs, loss of a dog, etc.) and the beaters.

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Ökologischer Jagdverein  
Bayern e.V.



Good quality and sufficient  
“battue” stands are a prerequisite  
for a professional driven hunt.

