with his hat. This will ay him until their trainer en he should put their and let the runner down n to run quickly out of d do as before. Never find a trail when they hey refuse to hunt. Aln their trail by saying These lessons should be e a day for two or three of trail increased, when e able to run a trail sevand from one to two trainer can tell by these the way of their workspect of them; but too t be expected of them horoughly familiar with d their work, as dogs. as nan family, have to be icated before they can h. You will find it will al of care and patience d, so don't expect too oung dogs. The young lways be handled by one is not a good idea for oo many masters.

em to trail a man on the runner ride up on a rse and fight the pups old coat or hat that he ground. Have a rope et long and tie the coat

or hat to one end, and after fighting them from the horse until they are mad, let him ride off dragging the coat or hat on the ground. After the rider has made about a mile circuit, turn one dog loose and say "Man's gone!" After he has gone a few hundred yards turn the others loose and say the same. They will then take the trail and soon come up to the horse. Be careful not to let the horse kick them. When they come up, the runner must fight them with the old coat or hat and let them bay him until the trainer comes up, when he should put their chains on them and hold them while the runner on the horse turns quickly away and runs his horse out of sight, and dismounts. He should run about one-fourth of a mile and get in a tree where the pups will soon find him, where he will fight them as before. Six or eight lessons like this will soon give them an idea of what is wanted.

When you can teach him to take scent from a horse, or garment that has been touched, take the same runner to some old uninhabited house or shanty, with no other houses noar. Have the runner go there before you take the pups, and let him enter through the window. When you bring the pups within two hundred yards, put them on his trail and they will follow him to the window where he entered. Then he must fight them through this window