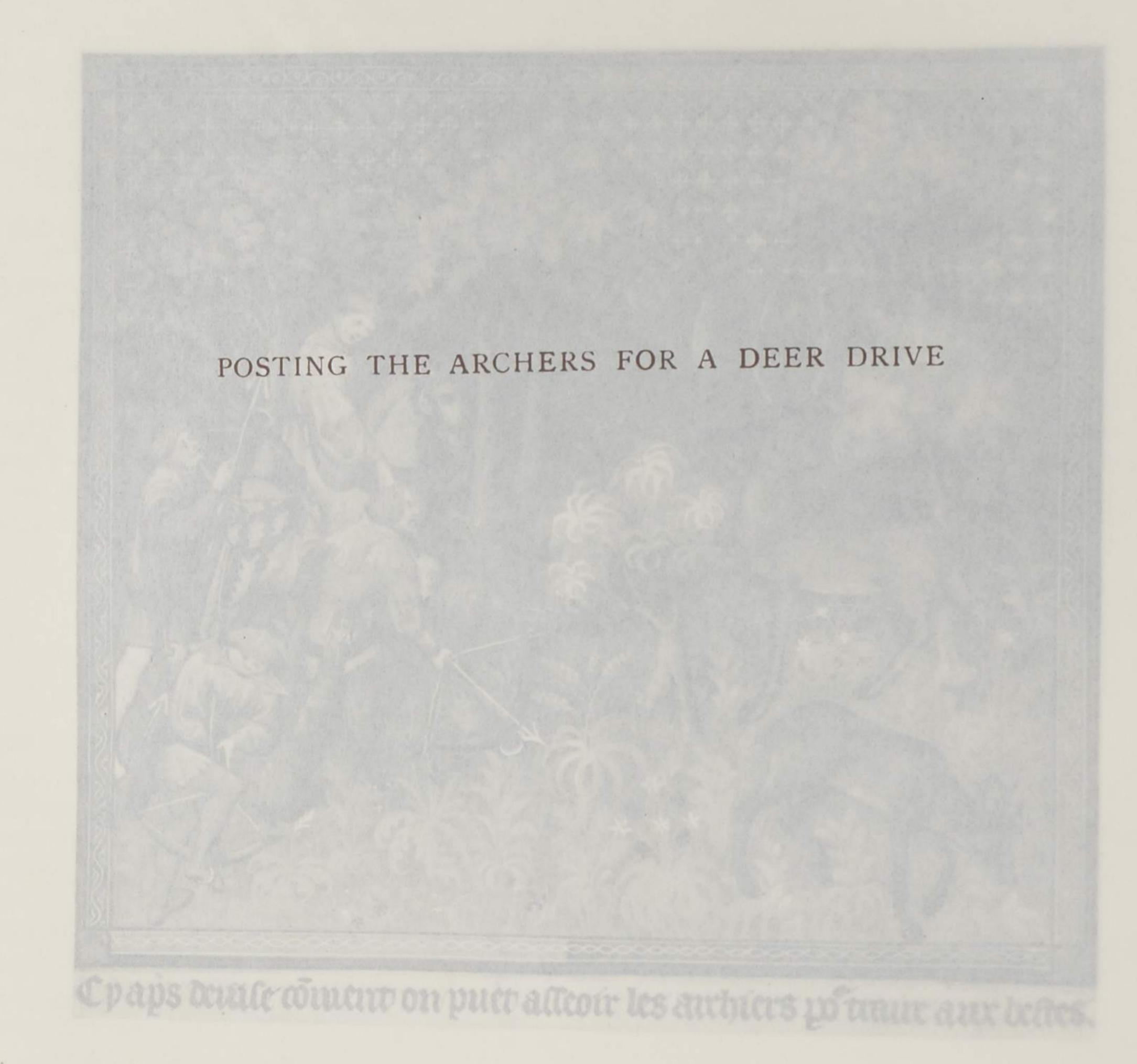
also be mayster of be game shuld be enfourmed informed by the forester or parker what game the by he forster or parker what game he kyng king should find within the set,1 and when all this fyndeb with inne be sette, and whan alle bis is done, then should the Master of the Game mount is do pan shuld be maister of be game worke upon his horse and meet the King and bring him to upon hors and mete wip be kyng, and brynge his standing and tell him what game is within the hym to his stondyng, and telle hym what game set, and how the greyhounds be set, and also the is wip inne pe sett and how pe greihoundes ben stables, and also tell him where it is best for him sett, and eke be stable and also to telle hym to stand with his bows or with his greyhounds, wheder he be bettir to stond wip his bow or wip for it is to be known that the attendants of his pe greihoundes for it is wit pat pe les of his chamber and of be quenes shuld be best sette, and ther twey fewtreres owyn to make faire logges of grene bowes at her trestes for to kepe be kyng and be quene and be ladies and gentil women and eke be greyhoundes fro be sonne, and fro evil wedir. And whan be kyng is at his stondyng or at his trist wheder pat hym be levir, and pat be maister of his game or his lieftenaunt have sette be bowys and assigned who shal lede be quene to hur trist, pan he shal blow iii long moote to be vncouplyng. And to hert be houndes and to be eireres2 bat bifore han be ladde bi som forster or parker pider as pei shuld vncouple, and alle be hondes pat longyn to bob be mutes,3 abiding upon the maister of the game blowyng, pan shuld be sergeaunt of be mute of be hert houndes if per be moch rascaile with inne pe sette make alle hem of the office sauf be yemen at hors, hardle her houndes, and in every hardel suffisen ii or iii couple of houndes atte be moost, and pan to stond abrod in pe wode for relaies and pan blow iii moot to be uncouplying. And pan shuld pe eirere uncouple his houndes and blow iii moot, and seke fort saying loude and longely ho sto ho sto moun amy ho Sto. And if pei drawe fer from hym rebelly he shuld say to hem in pat caas as whan he sekep for pe hare, and as oft as he passed wid inne de sette from oon quarter to an oper he shuld blow drawyng, and whan he is passid be partyng of be quarter and entred in to a newe quarter he shuld blow iii moot, and seke fort, but if so be pat his houndes enchase ping right as he wold and if eny hound hapne to fynde of the kyng6 he shuld hue to hym bi his name and saie loude Oiez a bemond oiez oiez assemble assemble, or what be hound hight, assemble assemble and jopeye and relie, and if it be an hert and eny of be hert houndes mete withal, bei shul blow a moot, and

chamber and of the queen's should be best placed and the two fewterers ought to make fair lodges of green boughs at the tryste to keep the King and Queen and ladies, and gentlewomen and also the greyhounds from the sun and bad weather. And when the King is at his standing or at his tryste, whichever he prefers, and the Master of the Game or his lieutenant have set the bows and assigned who shall lead the Queen to her tryste, then he should blow the three long motes for the uncoupling. And the hart hounds and the harriers 2 that before have been led by some forester or parker thither where they should uncouple, and all the hounds that belong to both the mutes (packs) waiting for the Master of the Game's blowing. Then should the sergeant of the mute of the harthounds, if there be much rascal within the set, make all them of office, save the yeomen of the horse, hardel4 their hounds, and in every hardel two or three couple of hounds at the most suffice. And then to stand abroad in the woods for relays, and then blow three motes to the uncoupling. And then should the harrier uncouple his hounds and blow three motes and seek forth saying loud and long, "hoo sto ho sto, mon amy, ho sto" and if they draw far from him in any unruly 5 manner he should speak to them in that case as when he seeketh for the hare. And as oft as he passes within the set from one quarter to another, he should blow drawing, and when he is passed the boundary of the quarter, and entered into a new quarter, he should blow three motes and seek forth, but if so be, that his hounds hunt anything as he wishes, and if any hound happen to find the King's (game), he should hue to him by his name and say loud: "Oyez a Bemond, oyez-oyez, assemble, assemble," or what the hound is named, "assemble, assemble" and jopey and rally. And if it be an hart and any of the hart hounds meet with it they should blow



^{1 &}quot;Within the set" means within that quarter of the forest or park around which are set or stationed the men and hounds, called the stables. See Appendix: Stable.

² Harriers. See Appendix: Harriers.

³ Pack or cry of hounds, from Fr. mute, meute. See Appendix: Mute. 4 To tie the couples of hounds together. See Appendix: Hardel.

⁵ Shirley MS. has "rabbishelyshe." which means unruly.

⁶ Means game that belongs of right to the King.