

CLASS NOTES & HIGHLIGHTS FOR

# SCREAMING IN THE WOODS: HOW TO PRIMAL HUNT

PRESENTED BY ALAIN & TIEDRED



## Introduction

- What words come up when you think of Primal Hunting?
- Did anyone come up with a definition? Want to share?
- A Definition of a Hunt
  - “Hunting is the human practice of seeking, pursuing, capturing, or killing wildlife or feral animals” – wildlife = bottom/prey, and keep it consensual
  - Bottoms would be released into an area (think places where screams cannot be heard). They would then be “hunted” and captured by their tops, followed by pre-negotiated fun.
  - **Seeking, pursuing, and capturing of consenting human prey.**
  - AKA: Kinky hide-and-seek for adults

## Why hunt?

- Get to behave in a way that you may not in your day-to-day life = provides release
- Strategy & Challenge
  - Prey
    - How do I avoid getting caught?
    - Can I escape my hunter?
    - How long do I want to stay free for?
  - Predator
    - How do I thwart prey’s strategy?
    - Can I catch my prey?
    - How long can I toy with my prey?
  - Strategy examples
    - Hunter follows shortest route vs prey keeps bouncing off area boundaries
    - Hunter can run up or sneak up on prey
    - Hunter decides whether to capture the prey or just scare them and make them flee (exert energy / wear themselves down)
    - Prey could run into forest and then circle back and hide in camp!
    - Prey can run in one direction and change direction when out of sight, trying to get hunter to pass them
- Physical - running, walking, hiking, hiding, fleeing, chasing, screaming
  - Fighting (takedowns, grappling, wrestling, ...)
- Chemicals rush
- It can touch on other kinks:
  - Bondage - if the hunt ends with the prey being restrained
  - Exhibitionism / Nudism

- Sensory deprivation
- Anticipation/fear play
- CNC / Rape play
- Masochism - where in the hunt do you lose your shoes?
- Power-exchange
- Appetizer
  - What follows after the hunt is over: SM, bondage, torture, interrogation, enslavement, abduction, etc. scene
- Emotion - to illicit a certain feeling
- **If you understand your “why” and your partner/other participants’ “why” you can design a better hunt**

## Creating a hunt

- Who
  - Minimum of two people (hunter and prey)
  - Group Play
    - Most common: you hunt your own prey / can only be caught by your own hunter
    - Sometimes, any hunter can catch any prey
    - Collaboration is part of the fun:
      - Prey warning each other, sharing great hiding spots, distracting another prey’s hunter, etc.
      - Hunters calling out prey belonging to other hunters
    - Extra People are the best!
      - They elevate the experience
      - If you have extra people, use them as scouts, spotters, boundary markers, photographer(s), etc.
- How / What / Guidelines
  - Most common: prey gets a head start to run or hide. If the prey knows the hunting grounds well, 2 minutes should be enough. If not, 5 minutes gives them a better chance at finding a good hiding spot.
  - Catch and release
- Staying in Bounds
- Where
  - Most importantly: AWAY from vanilla people/non-consenting parties
  - Most common: kinky camping event
    - Group campground
      - Needs to be scouted out for size, boundaries, proximity to other group campgrounds, etc.
      - Usually needs to be booked 6 to 12 months in advance, takes planning
    - Private land/resorts /retreats
  - Trail that is remote/rarely used – may need to get a few hours away from a large city
  - BLM (Bureau of Land Management) land
    - <https://www.blm.gov/maps>
    - iOverlander app
  - Multiple acres of privately owned land
  - Cornfield
  - House
    - Better if multiple paths through the house, multiple hiding spots, or not a very well known house (AirBnb)
    - Hide and seek style hunt
    - Play loud music
      - All the time
      - On a timer to mark the count-down (think hide and seek... the hunt starts when the music ends)
      - Music masks out creaking floors, stairs, doors, etc.

- Office space
  - Beware of cameras!
  - Cubicles make great hiding spots
  - Usually multiple paths you can follow, allowing prey to flee
  - Check that no one is present
  - Hang a bell from the entry door, just in case someone else drops by
- Haunted House Rental
- When
- Safety Considerations
  - On that same note, when planning consider...
  - Outdoors
    - Weather (Heat, Incoming Storms = slick trails and lightning, Freezing Temps)
    - Wildlife (Ticks, Mosquitos, Moose, Bears, Snakes, Mountain Lions)
      - What kinds of animals do you have here?
      - Introduce the Rule of Thumb - how do you tell if an animal is too close?
    - Situational Awareness
      - Mental status of the people you are hunting with, trail with poison ivy or low branches, drugs/alcohol present
  - Indoors
    - An experienced top can keep a bottom safe without them noticing: night stand corners
    - Trip hazards (Legos left on stairs), uncovered windows, ways to keep volume down from concerned citizens
  - Police
    - As always, have an action plan if police are called
    - It's best if both partners answer the door, and you do so quickly
  - First Aid
    - Have a first aid kit equipped with what is needed for most likely/treatable issues (e.g. scrapes, cuts, ticks, snake bites, spider bites)
  - Prep for exertion
    - Stretching
    - Hydration
    - Bathroom
    - Medication: inhalers, allergy meds, epi-pens
  - Set and explain safe-word and safe-action rules

## Leveling Up: How to make it more fun

- Set the mood/what's the story
- Attire Matters
- Bring Toys
- Communicate to Manage Energy
- Level the playing field
  - For the hunter: If you feel like a 2 or your prey is a track star, you might:
    - Shackle your prey's ankles
    - Tie their knees together
    - Pre-tie one arm behind their back
    - Take away their shoes
    - Make the prey wear bells on their ankles
    - Ask someone to help hunt them

- Team up with another hunter (OR PREY!) to create a trap ahead in the trail
- For the prey: if you feel like a 2 or your hunter is a track star, you might:
  - Ask for an extended head start
  - Request a catch-and-release scene
  - Take away the hunter's pants
  - Ask the top to wear bells on their pants
  - Team up with other prey for an advantage
  - Create a "base" to catch your breath
  - Negotiate for a shorter scene
- Combine it with other kinks - think about the activity from earlier, what elements were a "fuck yes"
- Pet Play
  - Fox hunt
  - Multiple Tops hunting one bottom

## After the hunt

- Sometimes the hunt is all there is. Maybe you get a prize for catching your/a prey (or being the first to do so.)
- Most often, the hunt leads to more sex, bondage, SM play, abduction, interrogation, enslavement, etc.
- Where do you do these activities?
  - Where you catch them. Make sure to bring toys needed, a blanket for during/afterwards, and a way to clean up enough to get back to camp/tent /car.
  - At the campsite (tent, dungeon, etc.), bring rope and a gag, march your prey back to camp – maintain the mood and chemical rush!
  - Wherever you play, make sure you're ready for it
- When does it end? Can you run through camp, how do you maintain the mood on the way to tent? Do you put on a little show?
- And eventually:
  - Aftercare
  - Debriefing
  - Cleaning scrapes and cuts
  - Shower if possible
  - Check for ticks
  - Clean up your crap - glowsticks, clothing, etc.

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