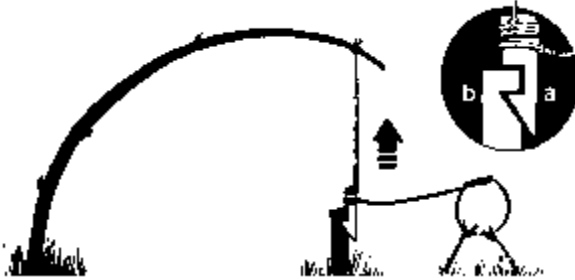
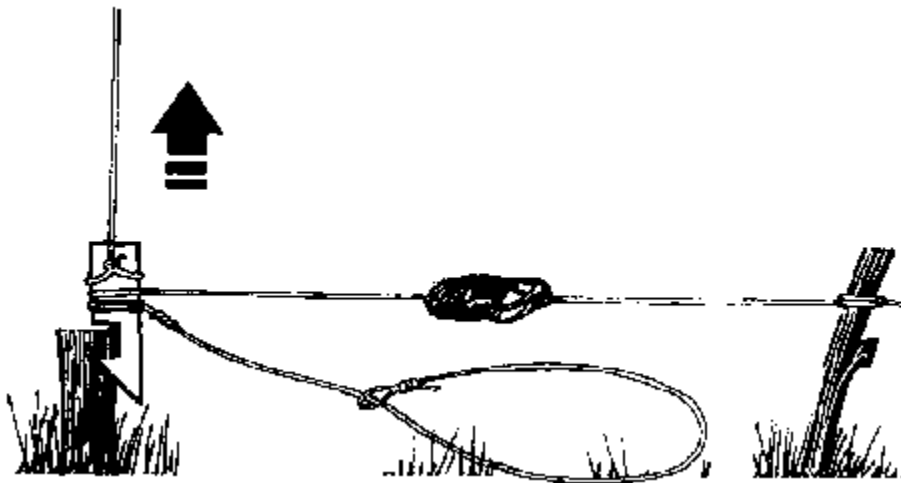


Snares & Traps

Disclaimer: Traps are presented for information purposes only, they are dangerous, some lethally so. Using them is also illegal in all likelihood. Don't use them except in a survival situation.



SPRING SNARE: Game running through the snare disengages the trigger bar, and the prey is flung off the ground. Use on game trails or in gaps through rocks or hedges. Cut a notch in triggerbar (a) to fit upright (b). Drive upright into ground. Attach snare to trigger bar, then trigger bar to sapling.



BAITED SNARE: Construct as for spring snare but using the release mechanism shown. The bait support should be only lightly driven into the ground as it must fly away with the snare.



LEG SNARE : Push a natural fork or two sticks tied together into the ground. The line from a sapling is tied to a wooden toggle and the

toggle passed under the fork. When the game takes the bait, attached to a separate stick, it falls away releasing the toggle which flies up taking the snare and the game with it. Large versions are amongst the best snares or heavy game.

PLATFORM TRAP: Site over a small depression on the game trail. Snares on the platforms either side, when the platform is depressed the trigger is released and the game held firmly by the leg. For smaller, lighter game use the mechanism shown in (a), displacing either the bottom bar or the toggle will trigger the trap.

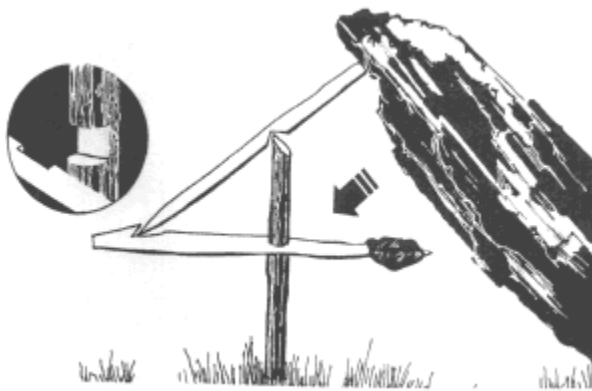
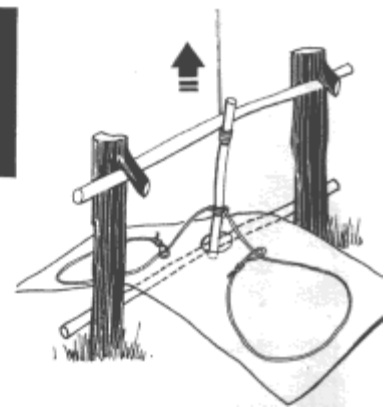
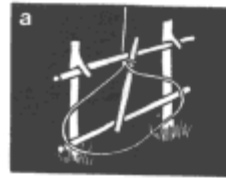
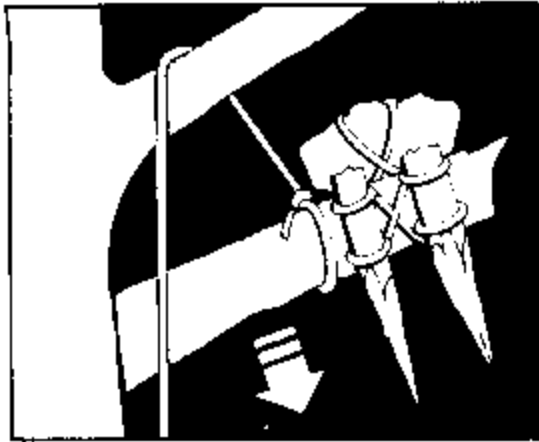
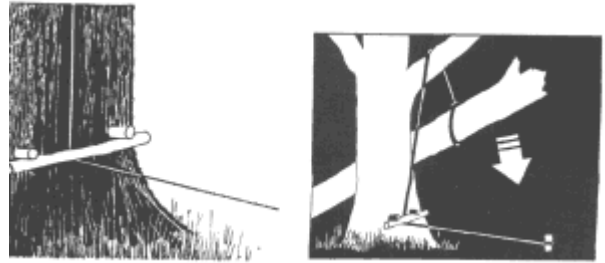


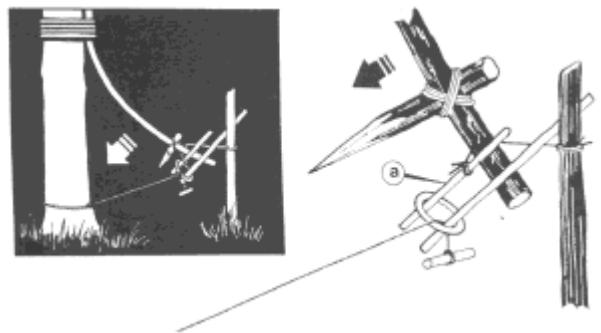
FIGURE 4 DEADFALL : A simple and effective deadfall trap, can be made to any size. A horizontal bait bar is is balanced at right angles to an upright with a lock bar, which supports a rock or other heavy weight pivoting around the tip of the upright.

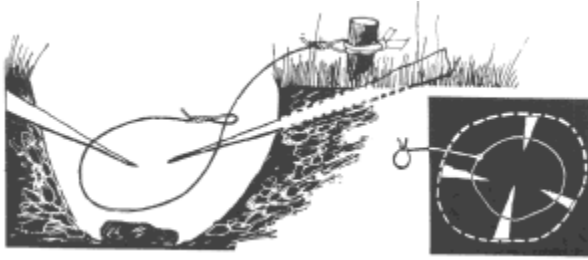
TRIPWIRE DEADFALL : A heavy log is suspended over a busy game trail, trips the wire and pulls a retaining bar from under two short pegs secured in a tree trunk. Keep the pegs as short as possible so that the bar will disengage easily.



SPEAR DEADFALL : Same as tripwire deadfall but utilizing rocks to add weight and sharpened sticks to add trauma to the crushing blow.

SPRUNG SPEAR TRAP : This is a VERY dangerous trap, it should always be constructed and approached from behind the spring of the trap, only attempt if you are confident that your cordage and other materials are strong enough. A springy shaft with spear attached is suspended over a trail. A slip ring made of SMOOTH material is attached to a trip wire and acts as a release mechanism. A toggle (a) and short line to a fixed upright hold the sprung shaft in tension. A further rod through the ring is tensed between the near side of the sprung shaft and the far face of the upright, securing until tripped.





BAITED HOLE NOOSE : This trap is very useful for scavengers, drive 4 sharpened sticks into the pit, through the edges. Lay a noose across them attached to a peg outside the pit.

