

SURVIVAL GUIDE TO TRAPPING



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INTRODUCTION

Trapping has been around since primitive man first walked the Earth. It has been used in order to get a steady supply of food and to increase the security of shelters and homes.

In a world without electricity, trapping becomes crucial for survival.

This book is structured into 4 Chapters.

In the first 2 chapters we will go through basic traps and snares.

You will learn the basic principles, how to set them up using inexpensive materials and how to pick the perfect spot to use each one.

Trapping may be your best and only source of food supply when the current food supply system breaks down. That is why you need to discover the secrets of these easy to build devices that will allow you to catch game both small and large.

If you are in a situation where you have lost your food and supplies and help is nowhere near it looks like starvation is just around the corner. Hunting may be an option but you may not have a gun and/or bullets at your disposal.

How do you survive?

Your best bet may be trapping a nice, plump rabbit or maybe even larger game like a deer.

Chapter 3 is dedicated to building alarm systems for your home or camp site that will alert you to the presence of intruders. Whether it's a wild animal or a hostile intruder, knowing when

they have entered the perimeter will give you time to prepare for a fight or to make your escape.

What about a desperate self-defence situation? Don't you think the best way to defend yourself is to never actually face the attacker but to incapacitate him by using a trap? The key here is exposing yourself the lowest possible risk.

Chapter 4 will show you some of the most dangerous traps that can be used for self-defence in the most desperate situations. What you are about to learn is downright dangerous and should only be used with maximum caution and responsibility.

All the snares and traps described inside are cheap and easy to build once you get the hang of their working principles.

For a few of the designs, you might have to spend a little, like \$1 for a piece of electric

The first thing that you must realize about snaring is that snares do work, and they work well.

And you don't have to be Rambo in „First Blood“ to do it... you just need the right knowledge and a little bit of practice.

Truth is, you cannot trust what you see in movies... everything there is vastly exaggerated.

The same is true about most of the information you find on the internet.

But make no mistake: trapping is one of the best ways to ensure you can have a supply of food if you find yourself in the wilderness and maybe the best way to ensure security from intruders and attackers.

Read this book;

Discover what snaring is truly about in Chapter 1 and its variations.

It's easy. Anybody can learn to set snares for a variety of game.

I know—I'm about three-quarters klutz myself.

And when you understand the basic details correct like appropriate line material and setting up the trigger properly you can move on to setting up complex designs easily.

So let's get to it.

CHAPTER 1 - BASIC SNARES

Basic snares can be used for rabbits or other small animals. For bigger game you will need a thicker wire.

The version that does not use bait can be set into the hole of a rabbit warren.

STEP 1:

To start with you will need a two-foot piece of 18-2 appliance wire.

If you don't have one in your home, you can get this from hardware store.

You could find the wire in a broken lamp or an out of order appliance.

STEP 2:

The copper in the inner core is covered with insulation. Split the two halves of the insulated wire so that you now have two two-foot pieces of the wire with the insulation still attached.

Now remove the insulation off the inner core of the soft fibre of copper wire using a knife, scissors or pliers on both pieces.

You should find 40 or 50 small, very thin strands of copper after removing the insulation.

Don not tangle up the copper strands.

STEP 3:

Now you should have 2 two-foot pieces of copper wire.

Now you have to divide the strands of each wire.

Do not tangle them.

STEP 4:

Now you have 4 two-foot pieces of wire, with each piece having with 20 to 25 strands in it.

(Don't worry about not having the exact number of copper strands. Your major concern should be not to tangle them. Anything between 15 to 30 strands is okay although 20 to 25 strands would be ideal.)

Twist all of the four pieces separately so that each individual one has strands that become tightly woven together. The tighter the better.

STEP 5:

Evenly cut off the ends of each piece you are working with.

STEP 6:

Now twist the ends so that they will not unravel easily.

Note: Out of your initial lamp cord wire that is two foot long 18-2 (or similar) you now have the basic material of four snares.

STEP 7:

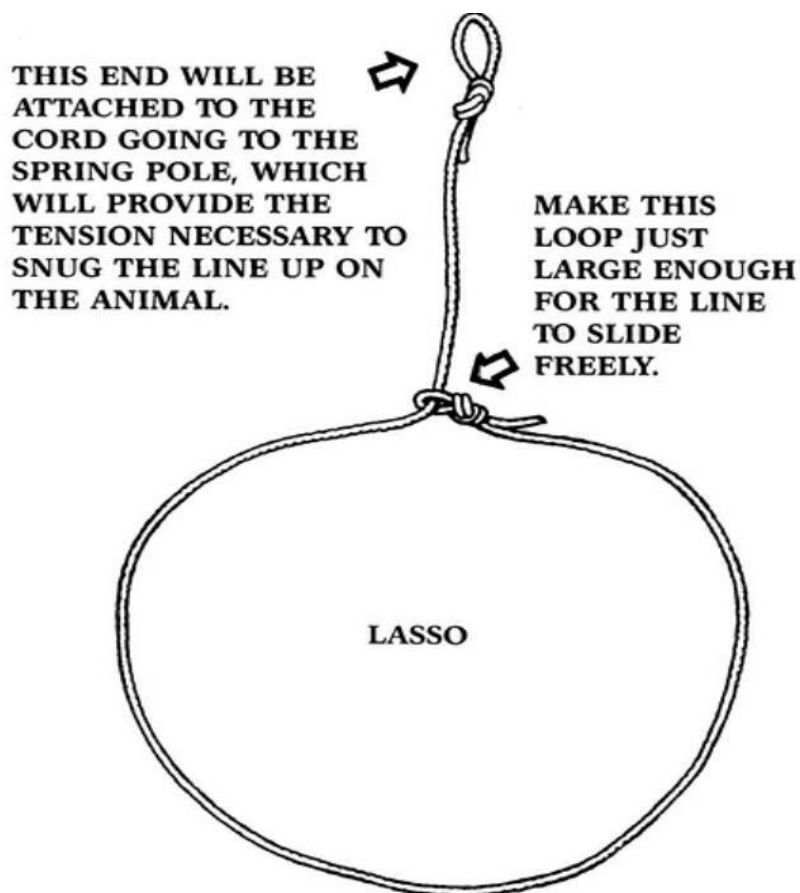
Make a dime-sized loop on each end of each piece of wire.

One loop will be attached to the spring-pole mechanism of the trap, while you will use the other end to form the lasso itself.

STEP 8:

Run one loop through the other to form the snare lasso. Do so for each wire.

Draw up the loop on each wire that forms the lasso so that the wire will have just enough room to slide through when put under tension (see Figure 1).



STEP 9:

You need to find a good springy tree to use as a spring pole. You need a spring pole to jerk the line tight around the animal after the trigger gets tripped.

It is very important to choose a bendy sapling so when it is bent over and the trigger is pulled it will retain its tendency to pop back up

Keep in mind that some small saplings may not pop back up.

When selection the sapling, you can usually test it by bending it over several times. If the sapling bounces back each time quickly and to an upright position, you can use it.

You will set up the trap where you find the sapling and use bait to lure out the pray. This trap does not need to be on the trail or on the entrance of the animal's den.

STEP 10:

Attach a piece of cord to the tip of the spring pole. Trim some most of the limbs out of the way on the spring pole itself.

STEP 11:

Pull down on the cord that you have just attached to the spring pole to a point where the pole is exerting only enough back pull that you think it would jerk a four-or five- pound weight off the ground if the cord were released suddenly.

STEP 12:

Your cord should behave in a manner as such when slight tugging on the lasso would bump the peg of the nail. At the point the spring pole would return to its initial position and in the process tighten the lasso around the animal trapping it. Figure 2 will explain everything.

You can camouflage your trap by using grass or weeds.

The trapped animal should not be heavier than 5 pounds.

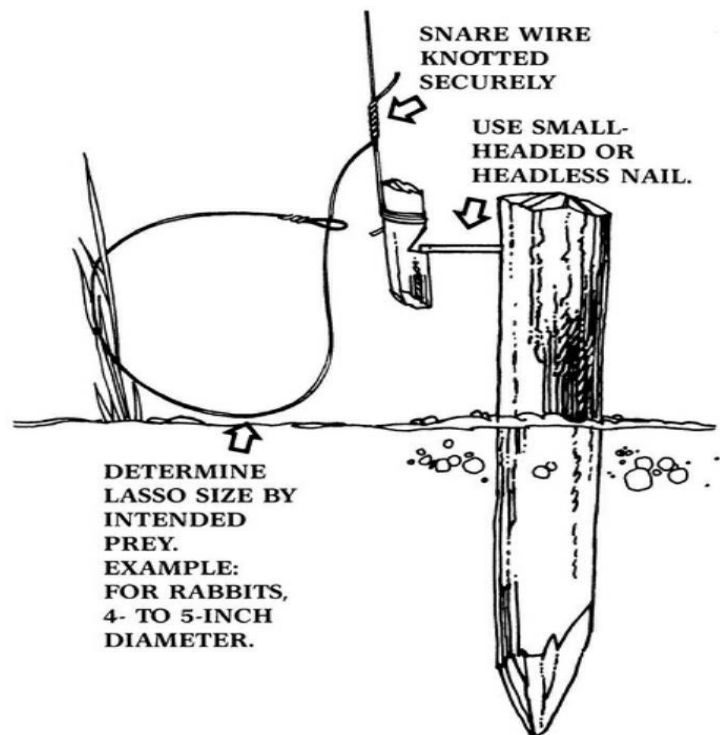
Keep in mind that the more the spring pole is bent you when setting the trigger, the greater force it will apply when the trigger is released.

The same is true if the spring pole is not bent so much. This way, the same spring pole can be set for a variety of pull strengths based on how the spring pole is bent.

The idea is that the spring pole will not lift the animal off the ground as this might break the spring pole or loosen up the wire.

This snare is catered to the principle that the animal it's intended to trap is the size and weight of a rabbit.

If the area is inhabited by a bigger or smaller animals, simply adjust the snare for the average size of the game in the area.



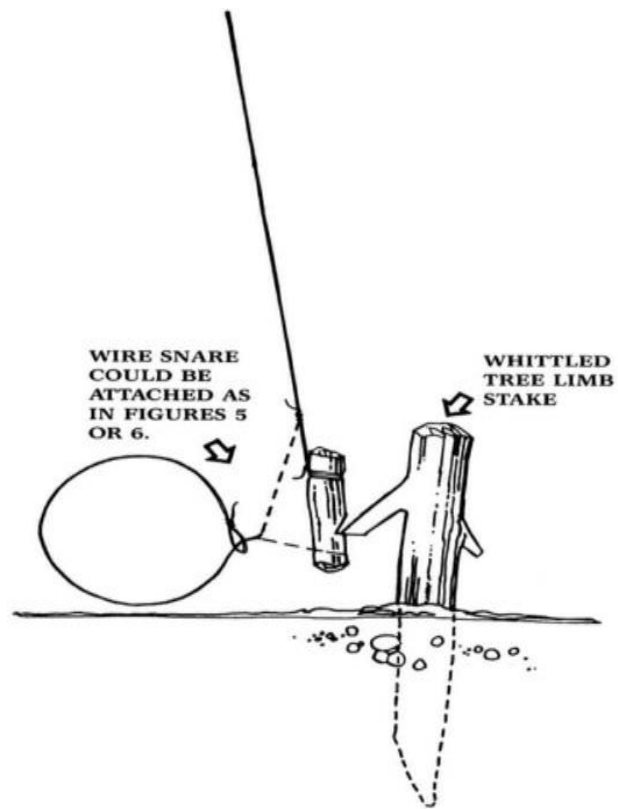
Now, we have to consider the second issue: How to get the animal to go through the lasso.

The first way is to set the snare at the entrance to the animal's den hole. When the animal leaves or returns home the snare will activate.

The second way is by using bait.

In order to properly use bait the system I use is a "box canyon".

The bait is set at at the closed end and the snare at the open end. The box canyon can be built using whatever is available (two-by-fours, sticks, logs, whatever).

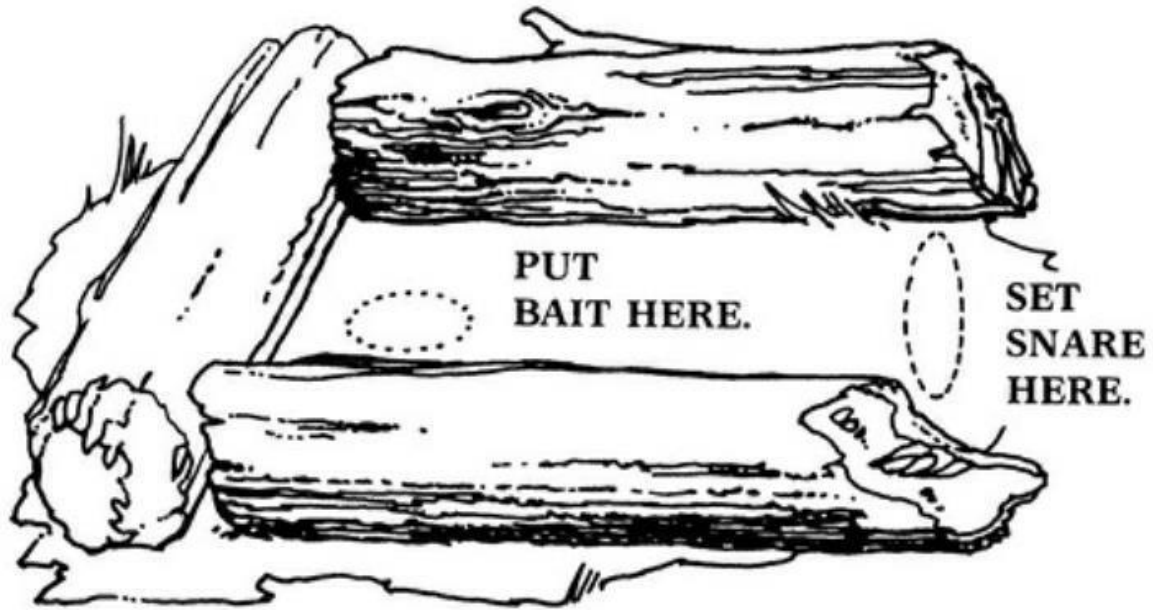


STEP 1:

Set two or three logs to form an open rectangle. The open rectangle should usually be a foot or so tall.

STEP 2:

Set the bait at the closed end and place a lid on top. The design is show in Figure 4.



Note: this works almost as well without cover, but use cover when materials are available.

Consider other variations for the snare we discussed above in figures 5 and 6.

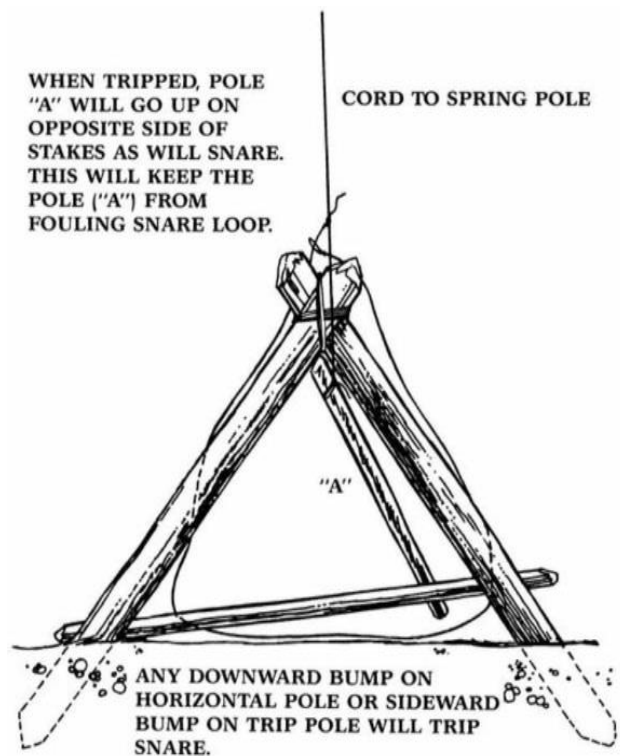
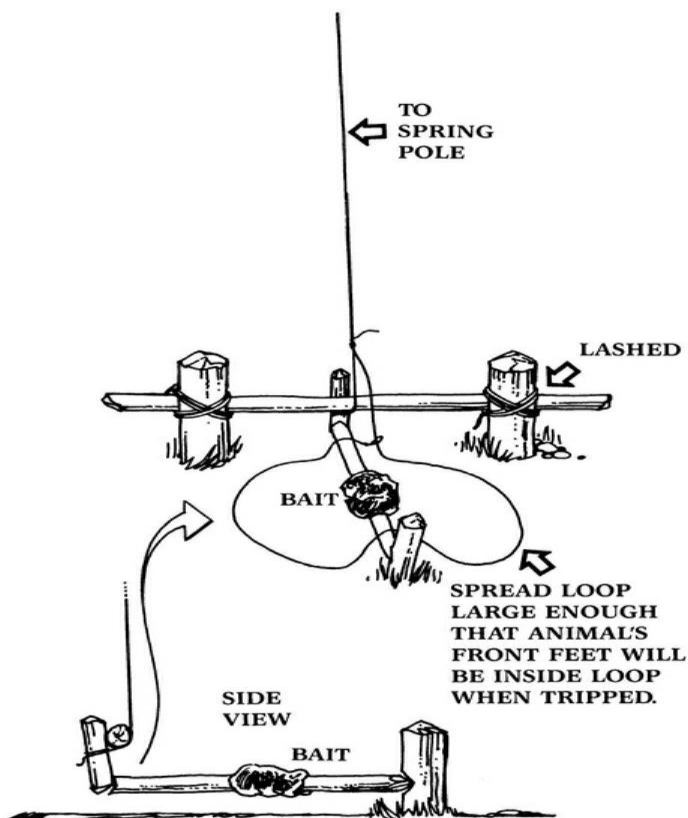


Figure 5. shows you the concept of this snare while Figure 6 zooms in and shows you how the snare and trigger should look like.

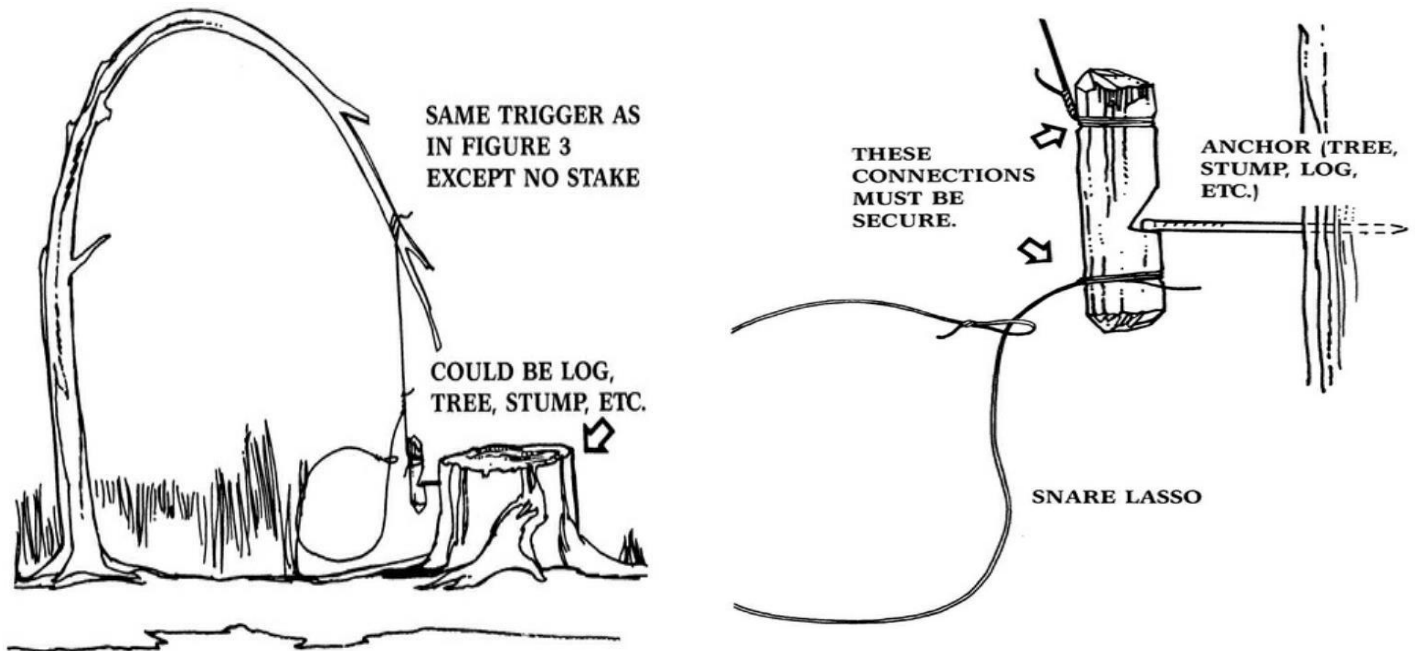
Note that the hole in the trigger in the picture there it connects to the nail is purposely drawn larger than it should be so you will get an idea of the mechanism.

Drive the nail into a tree or log even the one you used for a bait pen and you there is no need for a stake to drive into the ground.

The following illustrations are pretty much self-explanatory.

Figure 7 features a variation of Figure 6 when a nail may not be available.

Please observe the trigger mechanism



This triggering mechanism is a refinement of the trigger mechanism shown above.

Any bump on the horizontal poles or the trip pole will set off the trigger causing the spring pole to pull on the lasso and tighten the snare.

You don't need to find a stump to brace the lasso against as this time you will build the supports out of sticks and wire.

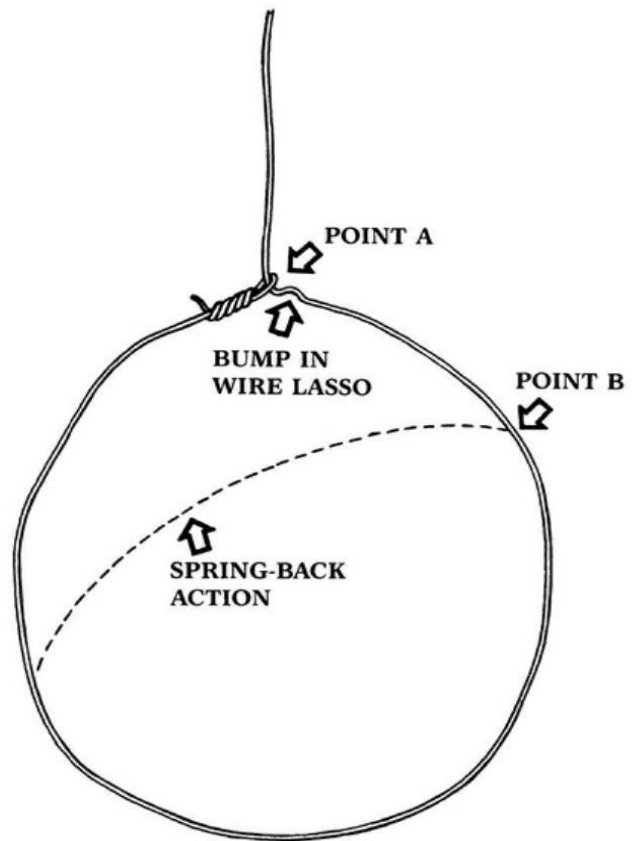
The trap in Figure 9 is different from our original design in terms of the trigger and bait.

This trigger will set off then pressure is applied to the support stick (the one the bait is set upon) or when it's bumped by the animal.

It will cause the spring pole to bounce back and the lasso to tighten around the animal.

Please observe how every support stick is tied the other in the side view.

Be careful not to tie anything else except what is shown as it will cause the trigger not to spring.

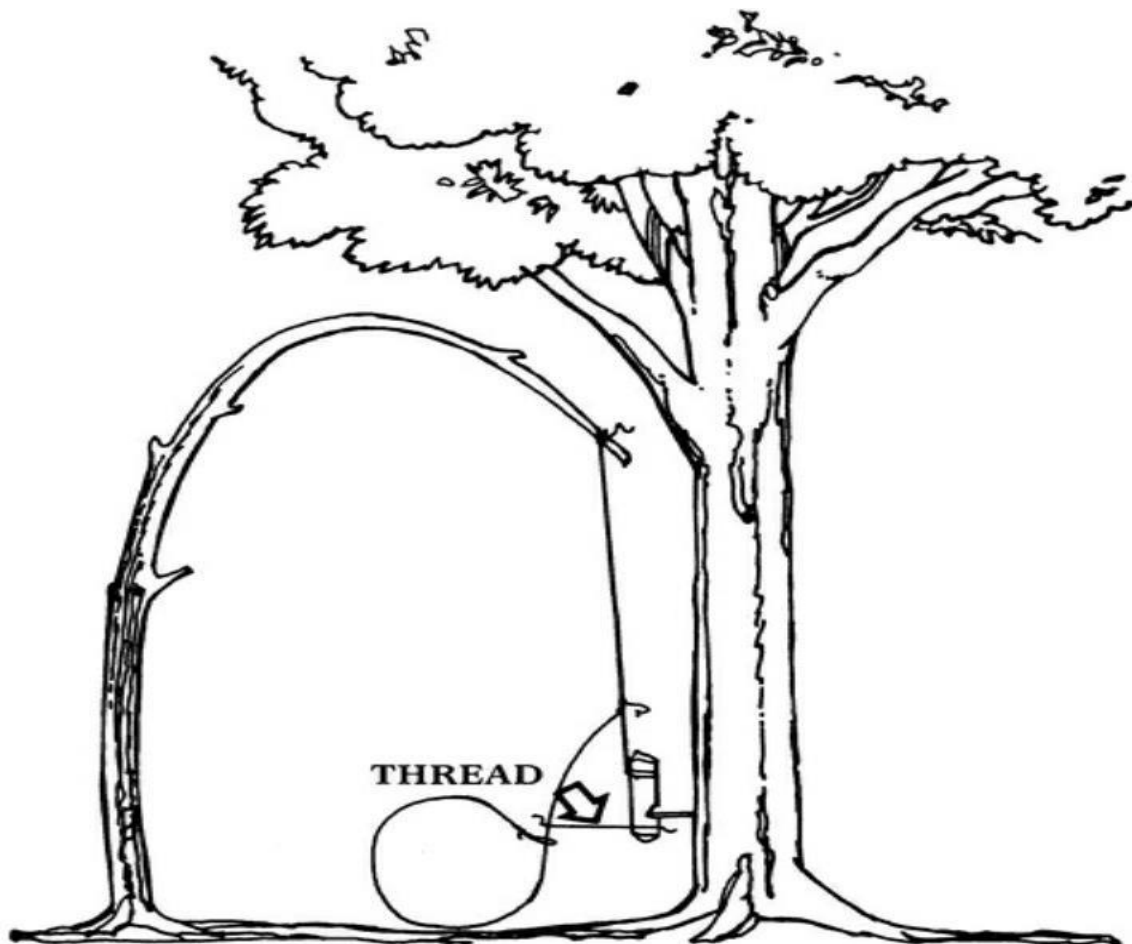


SNARE VARIATIONS

After you master the mechanisms shown above there are other things you can try out to improve your chances of snaring game.

The first thing you can do is a little trick with the wire lasso itself that will help it to snap closed when bumped or jiggled only slightly.

Figure 10 explains how this is achieved.



Please note that there is a slight bump in the wire lasso just below the lasso loop.

Step 1: form the lasso as shown on the dotted line (Point B).

Step 2: pull the loop back so that it rests on the small bump in the wire you have formed at point A. this way the wire will be stiff enough that it will snap back to its dotted line position with just barely a touch.

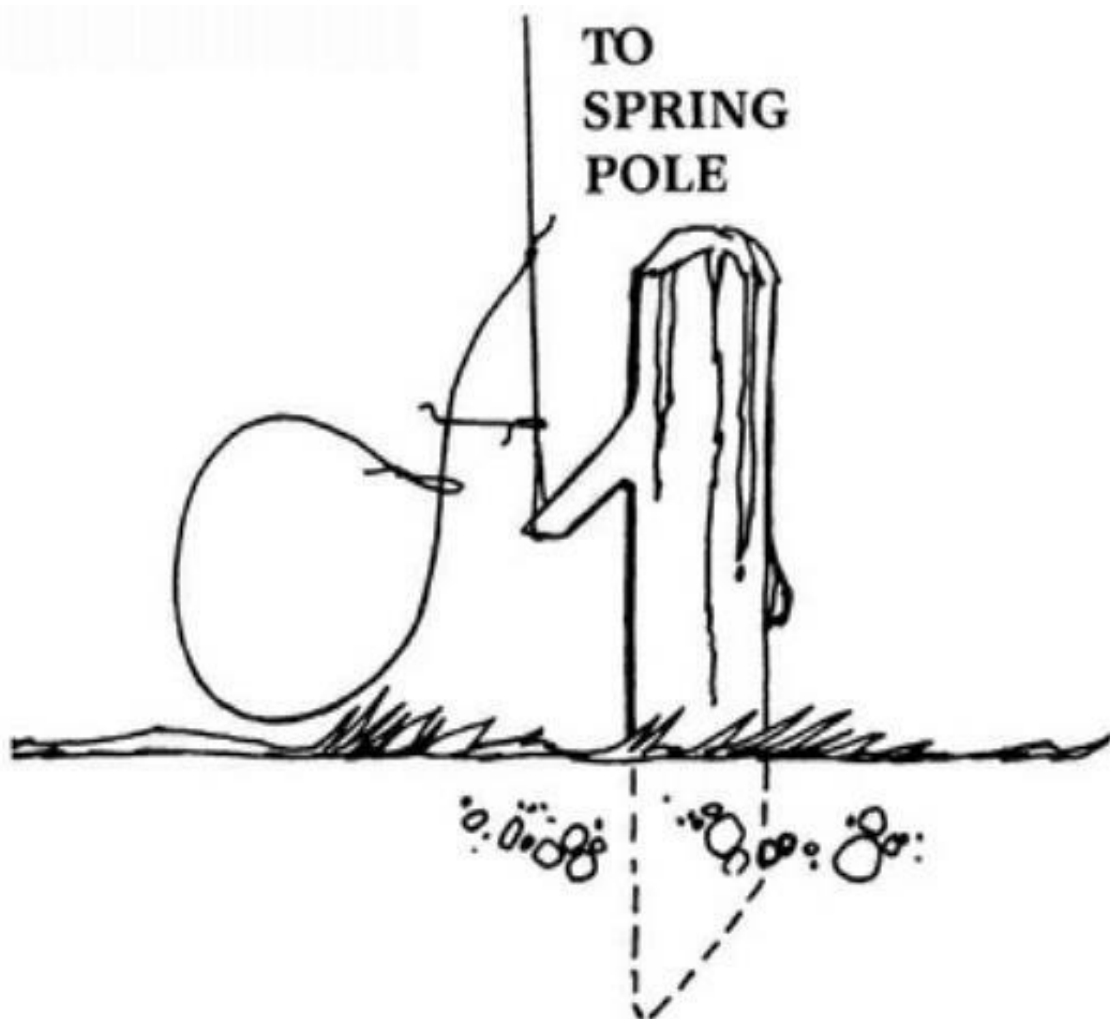
The purpose of this is to help the snare close on the animal even before the trigger is tripped and make it easier for the trap to snap shut.

When using this variation make sure that there are no bumps between point A to point B and that it is as smooth as possible.

This might take a little more time to master but will increase the effectiveness of the trap significantly.

Now another variation will make the trigger trip a little quicker.

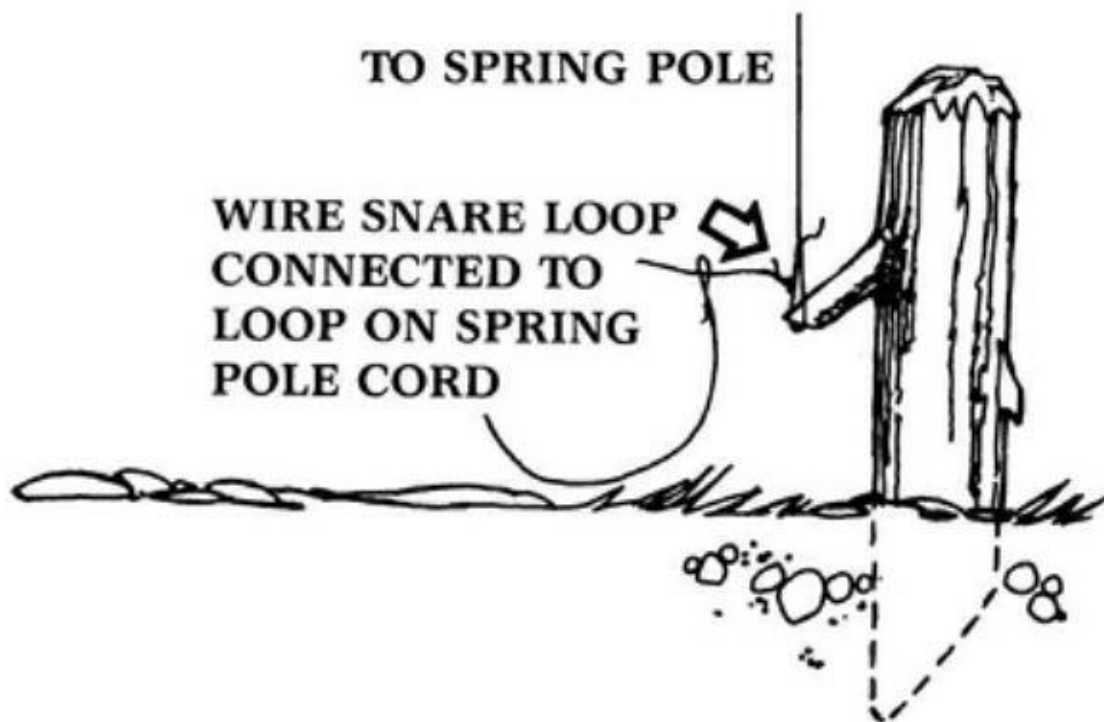
Just put a thread or similar small string from the trigger to the snare wire as shown below in figure 11.



In the thread trip snare, a small thread located strategically will assist the trigger in tripping more quickly.

You can also try using a loop on the end of your spring-pole cord, and a string looped around it to trip the trigger.

This will help you set the trigger without whittling the peg release. See below in figure 12.

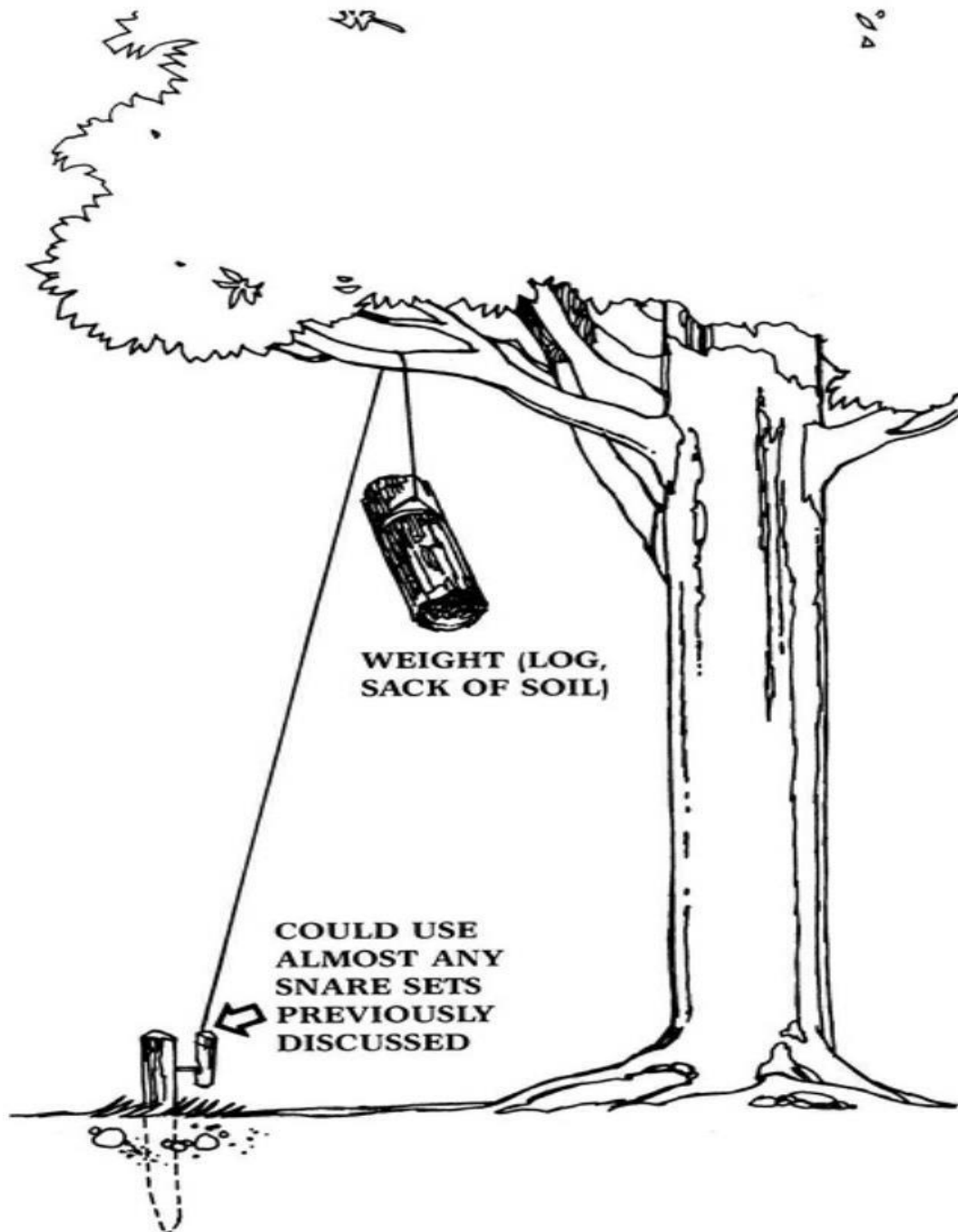


The string loop will pull the spring pole cord loop off the peg. Be careful to set the loop where the arrow points at very finely.

Also be sure not to bend the spring pole too much as it will make the trigger harder to trip.

OTHER SNARE VARIATIONS

If you don't find a sapling that fits the requirements we discussed previously, you need to substitute it by using a tree limb. I will show you the design below in Figure 13.



The mechanism for this is simple: you need some upward pull and you will get this by using the force of a falling weight.

As with the spring pole, the falling weight you need to use has to be proportional to the size game you are intending to catch.

For the trap in Figure 14 do not try other lasso variations. Also do not try to use anything besides wire for the small snares. Rope or cord will not do.

The only thing that varies is the thickness of the wire that has to be adjusted for different size game.

Why?

1. On small snares like these, the rigidity of the wire will keep itself in the correct position and in the shape of the lasso.
2. The rope and cord are more likely to be eaten away by the animal in desperation.
3. The wire will tend to wrap itself around the animal even without a powerful pull like the one from the spring pole.

Go through the above mentioned information and the drawings and practice the different traps you have learned.

Try to get used to the techniques and by doing! Practice may save your life in a survival situation.

CHAPTER 2 - LARGER ANIMAL SNARES

In this chapter I'm going to show you a snare that can be used for deer, elk, moose, and other animals of their size and weight. Although these types of snares require a little bit more work, they also offer the prospect of a much bigger supply of meat in one catch.

Firstly we have to look at the lasso itself. This time a few strands of copper wire are not enough to handle game of this size.

Secondly we have to consider that a spring pole will not be able to lift such an animal off the ground.

The principle here is that you need something to hold the animal in place or slow it down dramatically.

A very good hunting tip is that game trails are much more visible in areas populated with deer and such larger animals. This is where you want to place the trap. Choosing the right site is critical.

Try to observe the deer without being noticed and scout around before building your trap to pick out the best possible area to set your trap in.

Find a spot on the trail where there is some light brush or weeds.

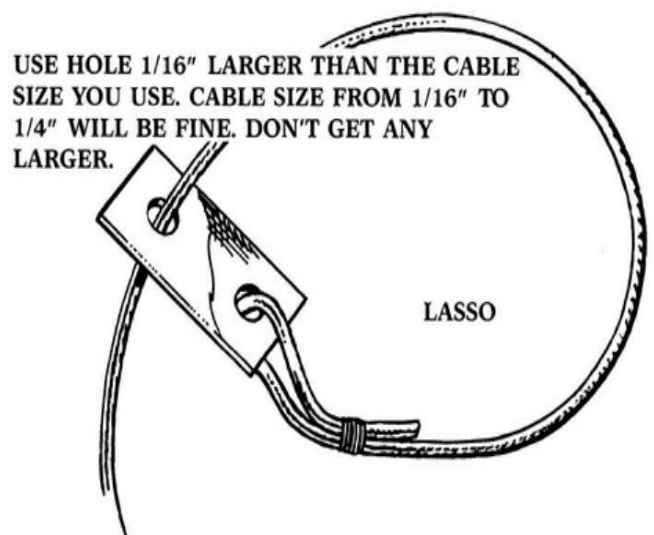
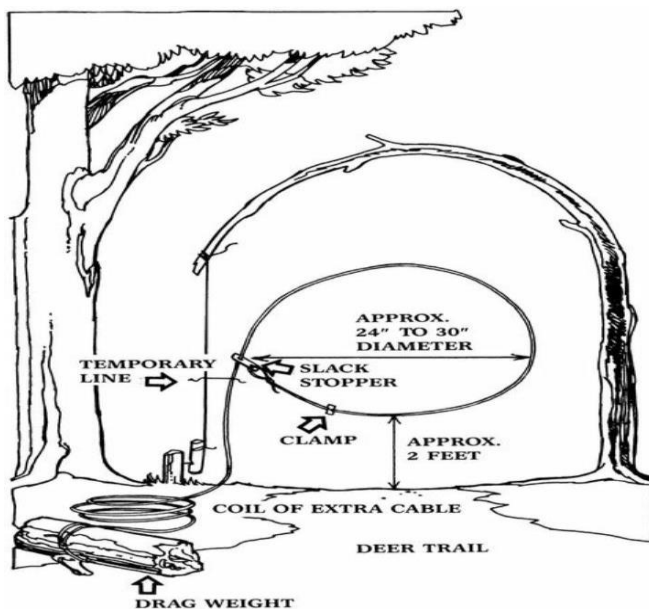
You will use these to hold your snare up from the ground in the position you need it.

The brush will offer you support for your snare.

When you have selected the right spot you need to find the following items:

- 1 piece of cable approximately 15 to 20 feet long
- 3 cable clamps
- 1 flat piece of metal with two holes
- 1 one-foot (or shorter) piece of string-temporary line
- 1 piece of spring-pole cord of appropriate length
- 1 log or some such drag weight

Now study Figures 15 and 16.



In Figure 16 you will see a different type of snare specifically designed for larger game. Once tightened, **the metal slack stopper** will stay in place no matter how much force the animal applies to it.

You can create it out of almost any flat piece of strong metal.

The spring pole will work on the same principles as the pest and the peg trigger is pretty much the same.

What differs is the purpose of the spring pole itself.

When a deer passes through the snare, the spring pole will snub it tight around the game's neck and it will also bump the trigger.

The snare will be made of **cable** and its diameter is not particularly important.

Anything between 1/16-inch to 1/4-inch cable will work just fine.

The length of the cable has to be 15 to 20 feet for the lasso and for the slack coil.

Now you have to attach it to the **drag weight**.

The short **piece of temporary line** will break after the spring pole has been triggered and the lasso has been snubbed up on the deer's neck.

Kite string is about right strength level: not too brittle so the trap will not set off without the nose on the gam's neck and not too strong.

When the temporary line breaks, the deer will be attached to the drag weight.

Note: it's best to use black electrical tape to attach the temporary line to the cable just below the slack stopper.

The slack stopper has to prevent the cable from backing once the lasso is gets tight around the animal's neck.

This part of the trap can be made from almost any type of metal.

The cable clamp that you must place on the line just down from the slack stopper has to keep the lasso from strangling the deer as it will inevitably pull on the drag weight.

Therefore, this clamp has to be installed about 12 to 14 inches down the line from the slack stopper.

For the drag weight I recommend about a 30-pound weight.

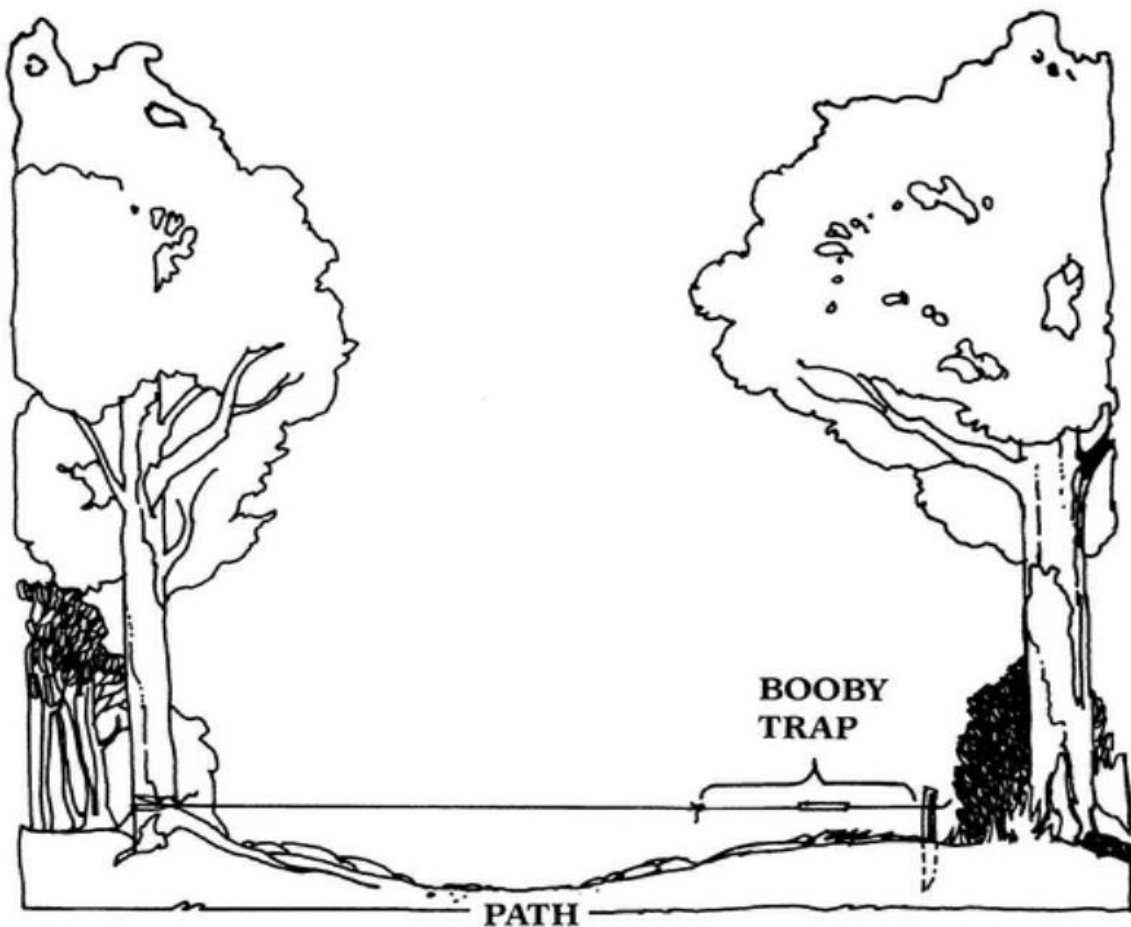
If the animal manages to move, it will leave a trail for you to follow.

Use the small brush or weeds to hold the lasso loop open and to set it at the needed height along the game trail.

This brush or weed support is not shown in Figure 15.

This should get you started on hunting bigger game. It's easy and very effective.

As with the pest snare, be creative!



CHAPTER 3 - INTRUDER ALARMS

The purpose of camp alarms is to tip you off if anybody is approaching your shelter or entering your home. If the power is out traditional electricity based alarms will not function.

Therefore you will need to use some more primitive but equally effective noisemakers.

Also you will feel more secure if your home or shelter has an early warning system in place for any intruders.

Shown above is one of the simplest devices that can successfully fulfil this role is a firecracker with a string coming out of each end.

When the string is pulled, the firecracker explodes.

The best thing about this is that these fireworks are cheap.

You can get them for about 1\$ a box and you can stock up on these useful fireworks on Christmas and other holiday.

This is how you can prepare another alarm system for your home or shelter suing cans:

Step 1: Run a string across any likely paths of entry.

Step 2: Tie one end of the string to a solid upright object.

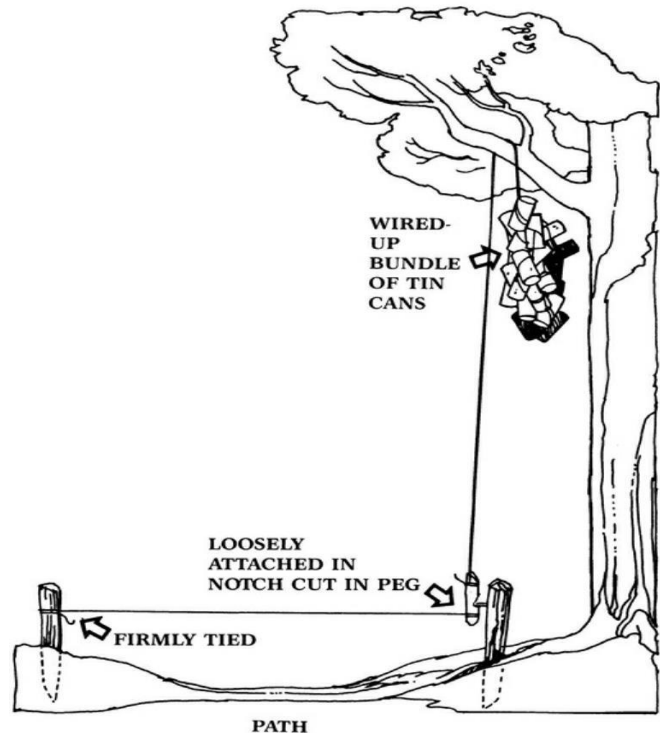
Step 3: On the other end, tie the string to one of the strings on the booby trap. Use lots of cans as they are cheap and make a lot of noise.

Step 4: The wire that runs on the perimeter must be tangled in coils so that someone can't just step through it. Barbed wire can be added to this.

The idea is that the intruder will get his clothes or limbs caught in the barbs or on the line and it will jiggle the wire, and the cans will rattle making a lot of noise.

This noisemaker alarm system is more efficient if you use tie six or eight booby traps instead of just one.

You can also use the tin can alarm system with a snare and a can based drop weight.



It is very much like our pest snare except that it jerks up (or drops) a wired-up blob of about 20 tin cans, making a heck of a racket.

Step 1: Drive a nail into a stack and place it into the ground. Rig a whittled peg release as shown above.

Step 2: Run the cord over a limb and tie it to about 20 tin cans instead of running it to a spring pole.

Step 3: String a trip line loosely across it to the whittled peg.

The principle is simple: When the line is tripped the cans fall.

You can build the trap as so the cans fall on top of the intruder if the support tree allows you to.

If the situation is desperate... you could have something else drop on the intruder...

What you have been shown so far is harmless to your intruder—certainly not fatal. Even you the intruder gets caught on the barbed wire, he will live through...

But what if the situation is truly desperate?

CHAPTER 4 - LAST RESORT TRAPS

What you are about to see should only be used in the most dangerous, life threatening situations.

These traps are not a joke and should only be practiced with maximum responsibility and caution.

This is all about protecting your camp/shelter from against hostile, armed opponents.

I hope and pray you never have to resort to this.

Make no mistake: the traps shown in this chapter are extremely dangerous.

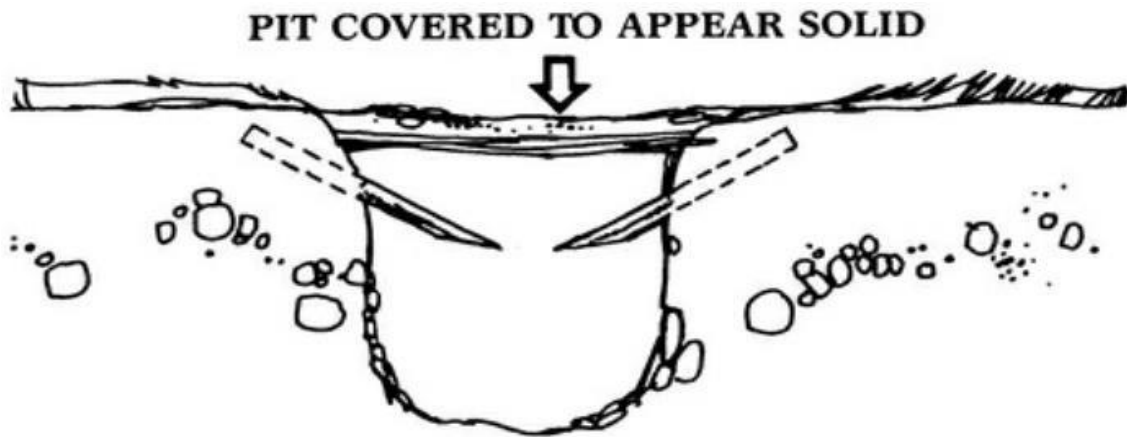
Never set one of these traps except to save your life.

PUNJI #1

This trap was widely used during the Vietnam War. The spikes were made from punji sticks which were set inside a pit. The opening was camouflaged to look like solid ground.

Truth is, almost any type of stick can be used (Punji sticks were made from pieces of bamboo).

The sharp end of the stick points upwards. When pressure is applied to the camouflaged “roof” of the trap the intruder gets a very nasty surprise.

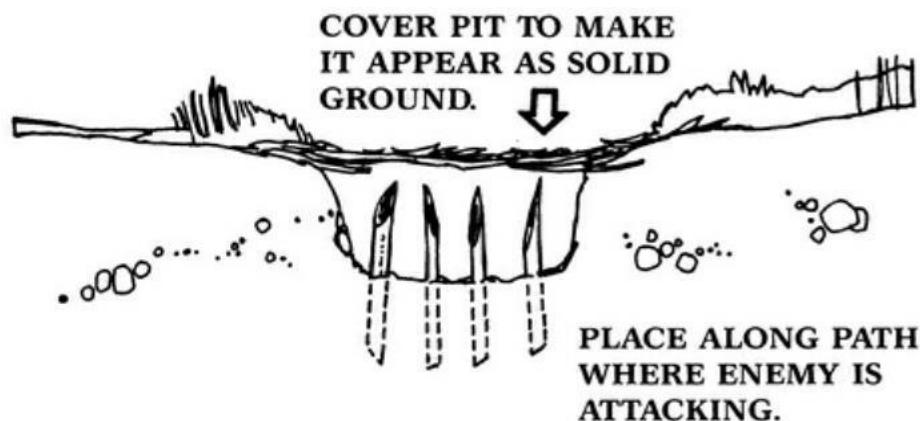


PUNJI #2

This is the evolution of the punji trap and became practiced after American soldiers were issued puncture-resistant and had high tops, that protected their legs efficiently.

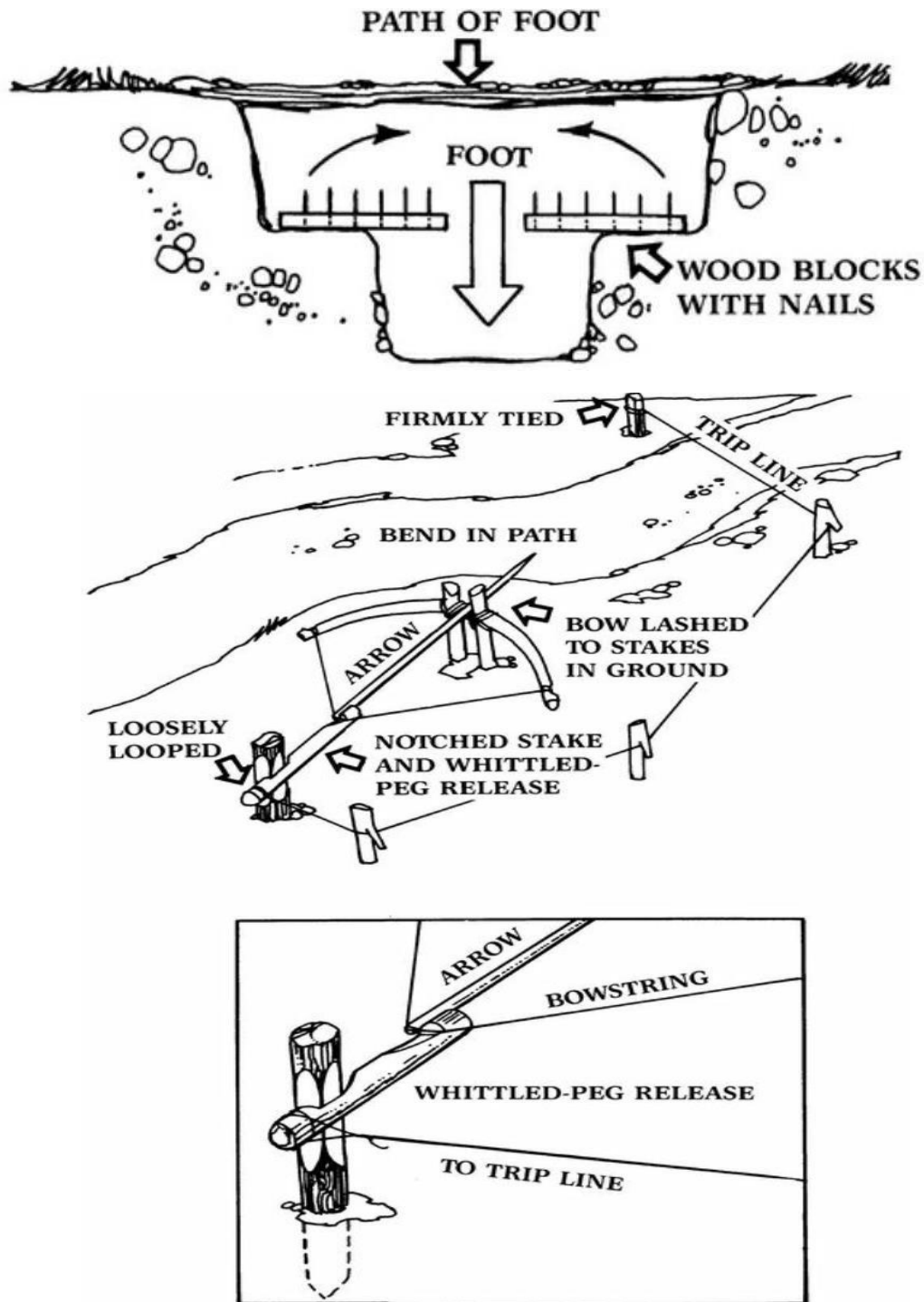
The variation is that the sharpened sticks face downward at an angle.

The foot goes down inside the hole and as the unlucky intruder tries to pull it out (a natural reflex), the sharpened spears puncture the leg, above the boot top.



PUNJI #3

What happens here is pretty straight forward: when the foot goes down the two pieces of wood with nail attached clamp down on the leg.



THE BOW AND ARROW PATHGUARDER

All of the above mentioned traps use the pressure of the foot stepping on the camouflage.

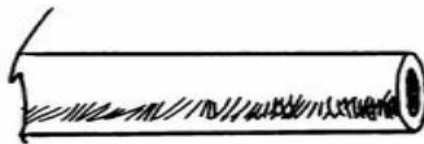
This trap however uses something you have probably seen in the movies because It uses a bow and an arrow.



CANE OR BAMBOO SHARPENED ARROW



NAIL ARROW



WOODEN ARROW

SAME ARROW AS ABOVE EXCEPT WITH WHITTLED-WOOD ARROWHEAD CARVED TO FIT IN HOLLOW END OF BAMBOO OR CANE. SEAR ARROWHEAD WITH FIRE TO HARDEN. CAN ALSO USE HAMMER-FLATTENED NAIL FILED TO SAME SHAPE FOR ARROWHEAD. USE MUD TO FIRMLY DRY NAIL IN BAMBOO END.



**STRAIGHT LIMB ARROW
(NOT CANE, SOLID)**



"BLANK" ARROW

TIE ONTO BLUNT ARROW SMALL CLOTH FILLED WITH PADDING TO FORM A NON-PENETRATING ARROW.



Even though it may look complicated, this bow and arrow trap is quite simple.

And amazingly, this trap works regardless of which way the hostile is walking.

Step 1: Build the bow. Keep in mind that what we discussed when selecting the spring pole applies to the limb of the bow.

Step 2: Prepare the arrows out of wood.

Step 3: Set you trap like it's shown above. The aim is determined by the positioning of the bow as it is lashed to the stakes, the position of the trigger and the lay of the terrain.

Note: Fletching (feathers glued on to the end of the arrows) will give them more stability in flight.

Adjusting the damage to the intruder:

1. The bow: the strength of any bow can be varied to some degree simply by how far back you pull it. Careful not to break the limb of the bow.

2. The arrow: a "blank" arrow may scare some intruders... it does damage but it will not create a wound. A sharp arrow will deter even the most determined hostile if it strikes him.

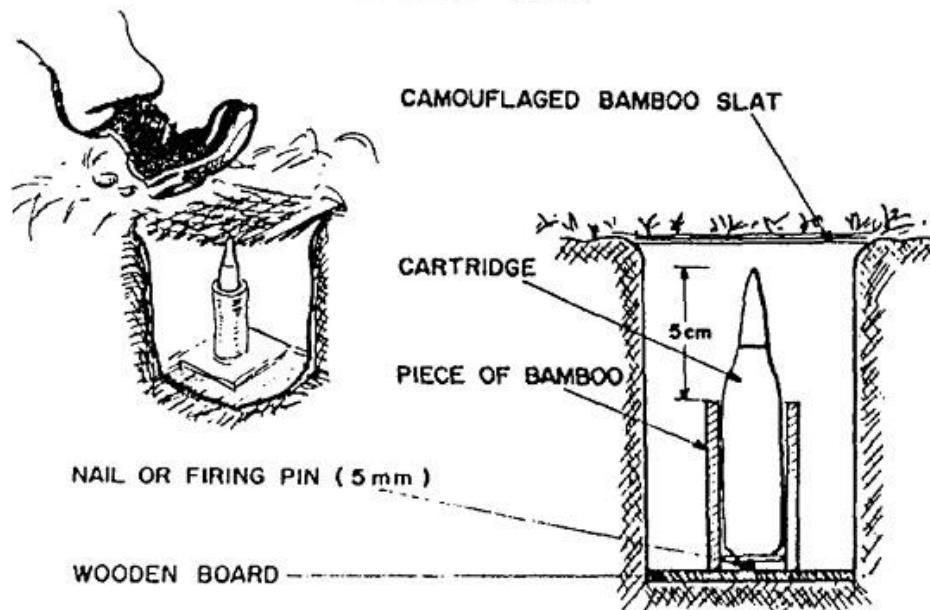
3. The height of the bow determines which part the arrow will strike.

CARTRIDGE TRAP

In this booby trap, a cartridge is placed in a pit trap with the primer resting on a nail or tack. Better models support the walls of the casing with a short piece of thick-walled pipe of a diameter such that the walls of the cartridge or shot shell casing are supported.

Pressure of a footfall pushes the cartridge down onto the tack which fires the cartridge into the foot. It is best to support the firing pin with a board. Elegantly simple, this one.

CARTRIDGE TRAP

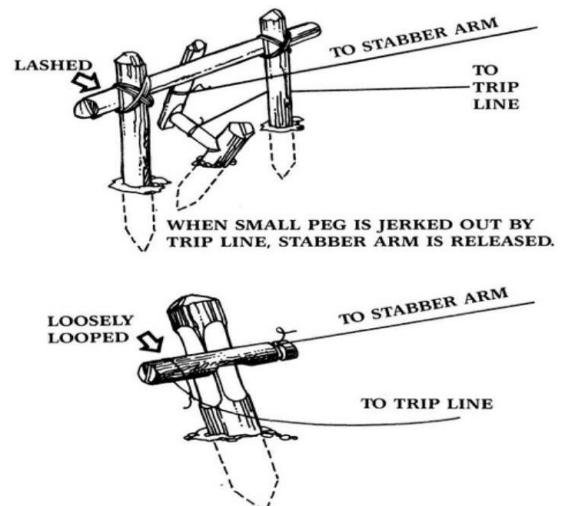


THE STABBER

This trap can be set to wound or to warn depending on the situation.

Step 1: Find two trees that are growing close together near the path.

Step 2: Find a springy sapling. Lash the pole to the two trees so that the end of the sapling reaches to at least the middle of the path aimed at the part of the body you want to strike.



Step 3: Attach a sharpened stick or a blunt one the end of the stabber arm.

Step 4: Set up a trip line across the path.

Step 5: Then, bend the pole back as far as you can. Make a note of how far you pulled it back.

Now set the trigger four feet behind this point. Below you will find the sketches to the trigger.

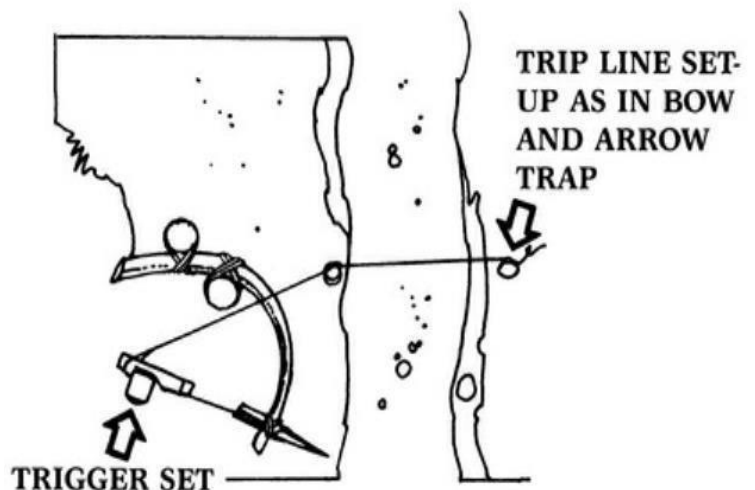
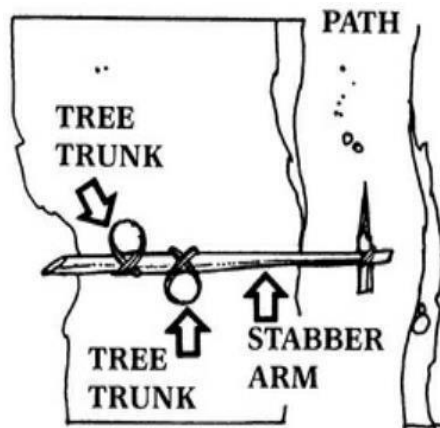
The illustration on top shows the layout of an unset stabber (a top view), while the lower illustration is the layout of a set stabber.

Adjust the damage by:

1. Setting up a blade or something that is blunt on the end of the stabber arm. You could also add more blades to the arm.

2. The pull strength of the stabber arm. Keep in mind that the arm could be made so strong that it would break bones.

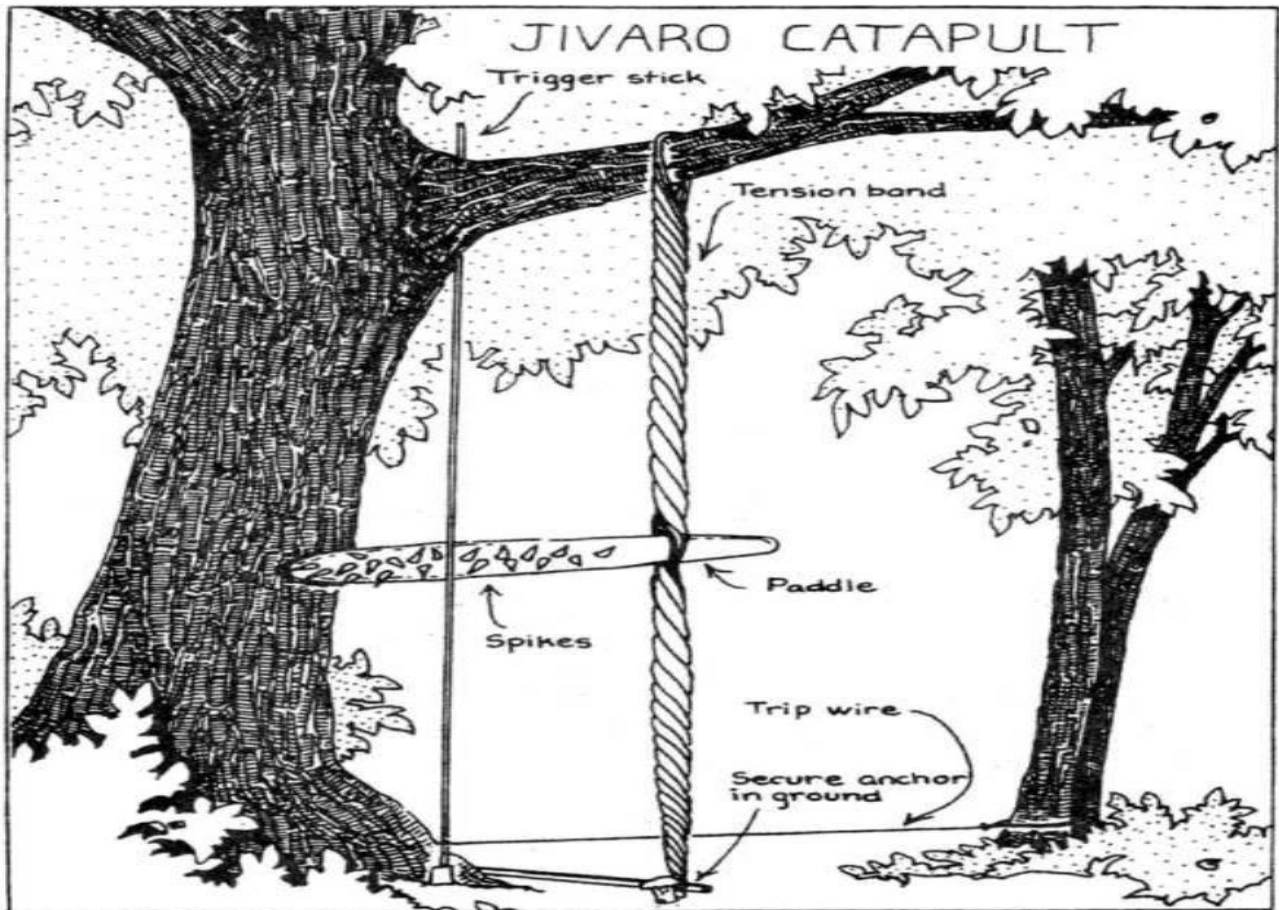
3. The height of the arm. Where the arm strikes the intruder: one this is to be hit in the leg and another to be hit in the neck.



THE JIVARO CATAPULT

The Jivaro Catapult is a variation of the stabber but it uses some different mechanics and requires lots of ground cover and foliage to hide it. On the other hand it can be installed, if you find the right spot, in less than half an hour.

The tightly wound, spring band is the main component of this trap as it that holds and swings a spiked paddle.



Step 1: To build **the band** you can use half-centimeter wire rope fresh, vines, or even leather. The original designers, the Jivaros made their bands from rubbery springy vines.

Step 2: The paddle has to be 10 centimeters wide and approximately 1 meter long. It can be made out of wood or metal.

Inside the paddle, insert securely 4-5, 10- to 12-centimeter spikes. Make sure they are not close together as the pressure will dissipate.

Step 3: Securely fasten the top part of the band to a sturdy branch and the lower part to a root or any other secure point at the bottom. If there are no roots available, sometimes a heavy stake can be or the bands anchored to a large rock.

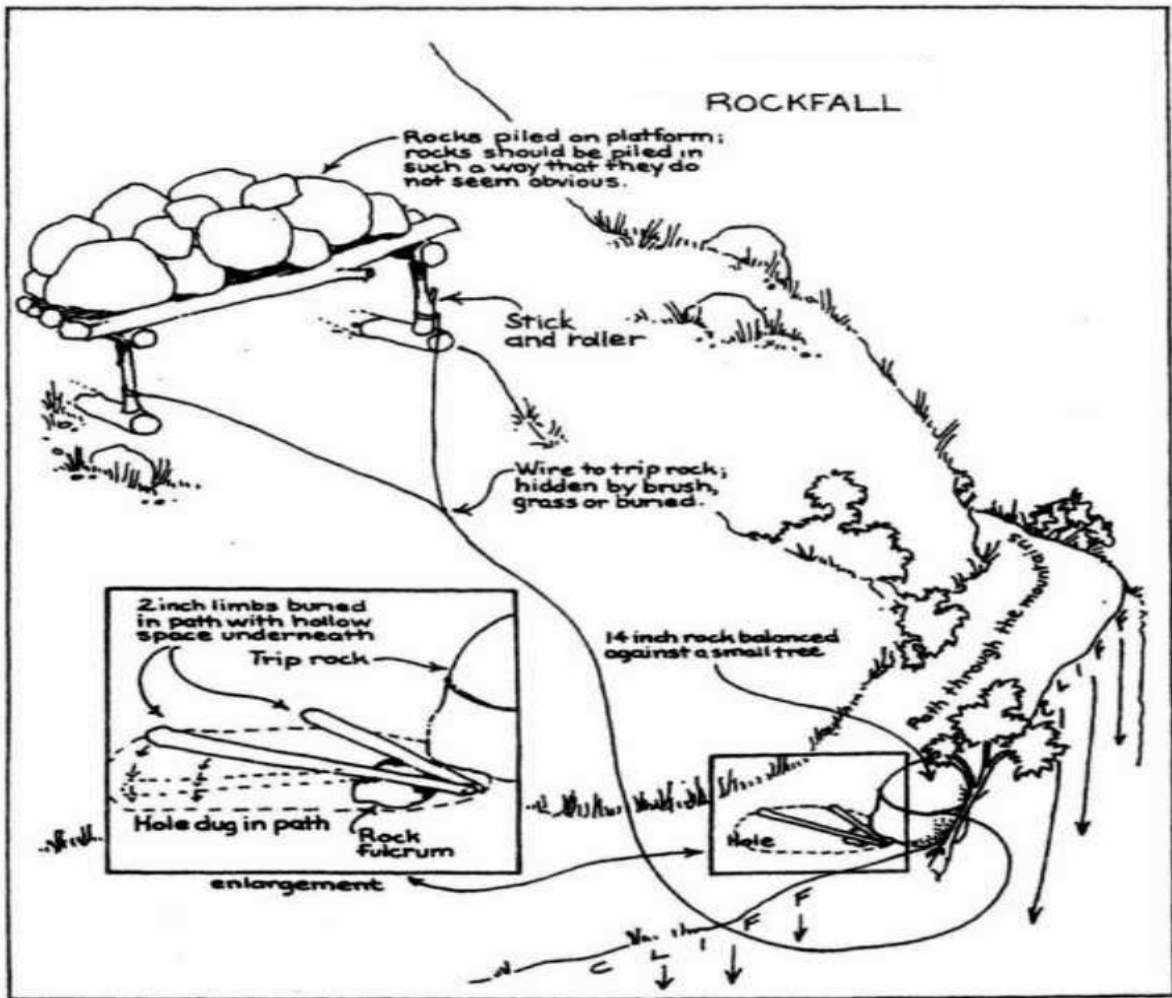
It is critical that both points are sturdy so they can handle the pressure caused by the tension in the band.

Step 4: Mount the band as far from the tree trunk as possible. Position the paddle so that when it is wound up tight and the stick put in place, it is far enough toward the end to hold the paddle without undue pressure. At the same time, the paddle must bear on the stick enough to provide adequate trigger tension. Hide the twisted bands and the club.

Step 5: the trigger: A thin trigger stick holds the paddle in place. The stick is tied to a light trip wire that crosses the path. At the same time, the paddle must bear on the stick enough to provide adequate trigger tension.

Step 6: the bottom of the trigger must be supported by a thick tree root or a stake. You must place the stick near the very of the holder so that when the trip wire is pressured it will release the paddle.

Step 7: String the thin trip wire across the path. Be very careful not to set the trap off. Fasten one end to the trigger stick you set up in step 6 and the other on a support on the other side of the path. The height of the wire depends on the cover available.



The shorter the distance the steeper the slope must be.

Keep in mind that The rocks begin to skip wildly into the air and will often miss the target. To correct this some trappers set multiple rockfalls.

Step 1: Pick a slope that has very few natural barriers like rock ledges or trees.

Step 2: Build a platform for your rocks and prop it using two sticks as shown in the diagram.

Step 3: Place the rocks on the platform set into the hillside. When the trap is triggered the platform will swing down and release its payload.

Two or three people carrying 40- to 60-kilo rocks can get this trap together in a very short order.

A downside is that you will need a lot of wire to set it up. It generally requires several hundred meters of heavy wire.

Step 4: The best trigger set up is a couple stout sticks and rollers, triggered by a 40-centimeter rolling stone.

This is because rope running from the stone to the main trigger and is too obvious especially if the slope is barren.

Trigger the rock with two 5-centimeter limbs buried in the path. These limbs serve as levers. Be sure the wire attached to the rock has enough slack to allow the rock to get some momentum before snubbing the wire tight on the stick and roller trigger. This is quite easily accomplished by hiding the surplus wire.

Remember that there will always be a delay when the trap is triggered. It takes time for the rock trigger to release the sticks holding the platform.

CONCLUSION

Should any event cause massive civil unrest and require the need to protect yourself and your loved ones you may want to use the systems described herein.

You have discovered cheap, easy to build mechanisms that can be used to obtain food in the most dire of circumstances and that can keep your shelter safe.

I only pray you would never have to use any of the devices described in Chapter 4, but only time will tell.