Survival Lesson Plan Making Traps and Snares By Joseph Parish

These survival instructions are intended for an instructor who needs to explain how to make traps and Snares for junior and senior high school students. This lesson plan is a part of the Parish Home school Curriculum in Survival training.

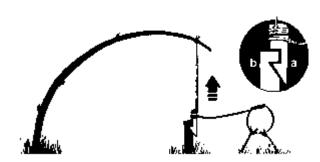
Purpose: Students will use the following instructions to become proficient in creating various traps and snares.

Materials:

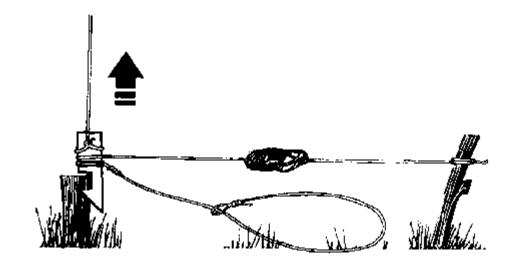
Wire, fishing line, or twine

Pre-Activity Discussion

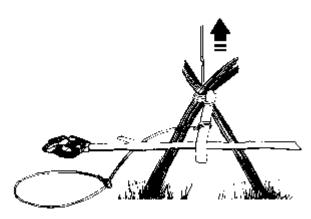
The student is expected to make a noose of wire, fishing line, or twine with a free running end so that it can tighten. Place the snare in a narrow point on a path used by the animal. You can use a bent sapling to pull the noose tight: in that case, you also need a trigger mechanism of some sort.



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 trigger bar (a) to fit upright (b). Drive upright into ground. Attach snare to trigger bar, then trigger bar to sapling.

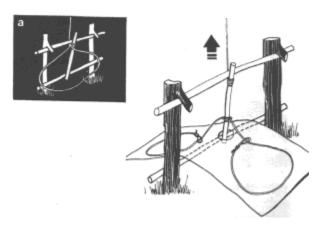


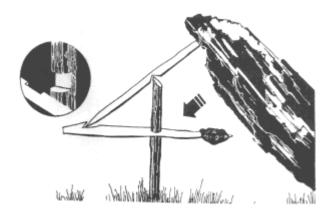
BAITED SNARE: Construct as for spring snare but using the release mechanism shown. The bait support should be only lightly driven into the ground as it must fly away with the snare



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.

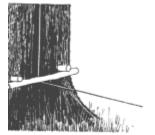
PLATFORM TRAP: Site over a small depression on the game trail. Snares on the platforms either side, when the platform is depressed the trigger is released and the game held firmly by the leg. For smaller, lighter game use the mechanism shown in (a), displacing either the bottom bar or the toggle will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



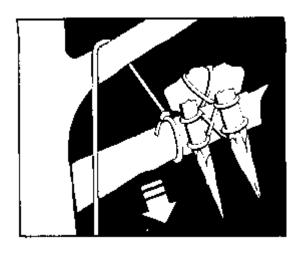


DEADFALL: A simple and effective deadfall trap, can be made to any size. A horizontal bait bar is balanced at right angles to an upright with a lock bar, which supports a rock or other heavy weight pivoting around the tip of the upright.

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.

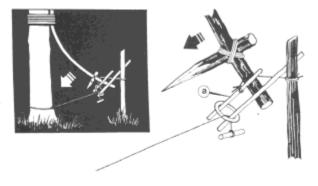




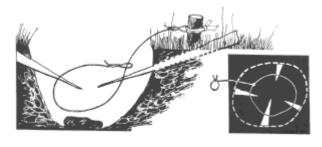


SPEAR DEADFALL: Same as tripwire deadfall but utilizing rocks to add weight and sharpened sticks to add trauma to the crushing blow.

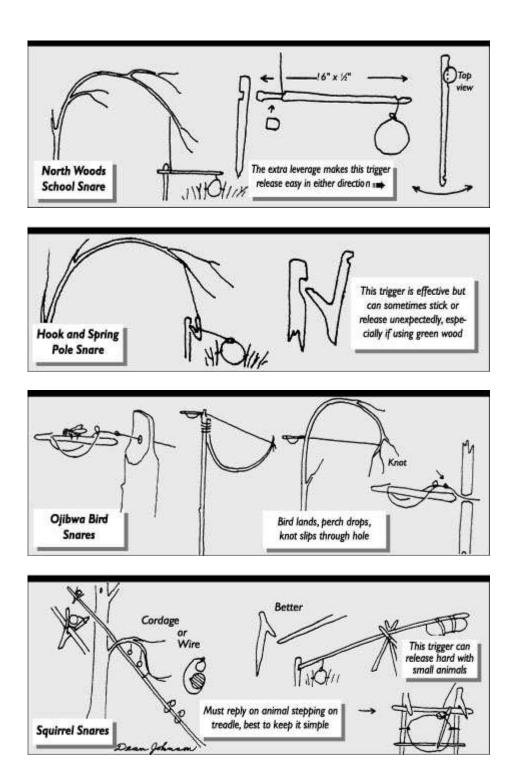
SPRUNG SPEAR TRAP: This is a VERY dangerous type of trap and it should always be constructed and approached from behind the spring of the trap. Only attempt using this trap if you are confident that your cordage and other materials are strong enough to withstand it. A springy shat with spear attached 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.



Have the student review and construct each trap or snare. Be sure he or she practices safe actions when setting the traps.

Ask the students what kind of animals each trap would be best for capturing.

Show the students the traps abd have them identify them by name.

Close the Activity

Explain how the trapping laws vary from state to state and instruct the student to check with the Division of hunting and fishing for the latest laws.

Reference Material

FM 21-76 US Army Survival Manual