DEADFALLS
AND SNARES

A Book of Instruction for Trappers
About These and Other
Home-Made Traps

Edited by
A. R. HARDING

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INTRODUCTION

Scattered from the Arctic to the Gulf of Mexico and from the Atlantic to the Pacific, there are thousands of trappers who use these falls, snares and other home-made traps, but within this vast territory there are many trappers who know little or nothing of them.

The best and most successful trappers are those of extended experience. Building dead-falls and constructing snares, with patience and laboring hours, will be of value to trappers located where natural materials—saplings, poles, boards, rocks, etc.—are obtainable. For many, these should not be used as substitutes in any sense, but some of them can.

More than sixty illustrations are used to enable the beginner to better understand the construction and working of home-made traps. The illustrations are mostly furnished by the "old timers."

Chapters on Skinning and Stretching, Handling and Grading are added for the correct handling of skins and fur. With targets in their individual colors.

A. H. Kerchev
DEADFALLS
AND SNARES

CHAPTER I.
BUILDING DEADFALLS.

During the centuries that trapping has been carried on, not only in America, but throughout the entire world, various kinds of traps and snares have been in use and taken by all classes of trappers and in all sections the home-made traps are of great numbers. The number of furs caught each year is large.

The above was said by a trapper some years ago who has spent upwards of forty years in the forests and is well acquainted with traps, trappers and fur-bearing animals. Whether the statement is true or not, matters but little, altho one thing is certain and that is that many of the men who have spent years in trapping and have been successful use the deadfalls and snares as well as steel traps.

Another trapper says: "In my opinion trapping is an art and any trapper that is not able to make and set a deadfall, when occasion demands, does not belong to the profession. I
will give a few of the many reasons why deadfalls are good:

1. There is no weight to carry.
2. Many of the best trappers use them.
3. It requires no capital to set a line of deadfalls.
4. There is no loss of traps by trap thieves but the fur is in as much danger.
5. Deadfalls do not mangle animals or injure their fur.
6. It is a humane way of killing animals.
7. There is no loss by animals twisting off a foot or leg and getting away.
8. Animals are killed outright, having no chance to warn others of their death by their cries from being caught.
9. Trappers always have the necessary and long-haired wood with them to make and set deadfalls that will kill the largest animals.
10. The largest deadfalls can be made from spring steel and catch small game if required.
11. Deadfalls with the anchor made from heavy iron are the best.
12. Deadfalls are cheap and trappers should be familiar with them.

It is a safe proposition, however, that very few of the trappers of today can make a deadfall correctly or learn how to make one.

Some of these have not even seen the form of a deadfall.
First a little pen about a foot square is built of stones, chunks, or by driving stakes close together, leaving one side open. The stakes should be cut about thirty inches long and driven into the ground some fourteen inches, leaving sixteen or thereabout above the ground. Of course if the earth is very solid, stakes need not be so long, but should be so driven that only about sixteen inches remain above ground. A sapling say four inches in diameter and four feet long is laid across the end that is open. A sapling that is four, five or six inches in diameter, owing to what you are trapping for, and about twelve feet long, is now cut for the "fall." Stakes are set so that this pole or fall will play
These staples should be driven in pairs; two about eighteen inches from the end; two about fourteen farther back. (See illustration.)

The small end of the pole should be split and a small but stout stake driven firmly through it so there will be no danger of the pole turning and "going it's own accord. The trap is set by placing the prop (which is only seven inches in length and half an inch thru) between the log and the short one on the ground, to which is attached the long trigger, which is only a stick about the size of the prop, but about twice as long, the baited end of which extends back into the little pen. The bait may consist of a piece of chicken, rabbit or any tough bit of meat so long as it is fresh and the bloodier the better. An animal on scenting the bait will reach into the trap—the top of the pen having been carefully covered over—between the logs, and the animal seizes the bait the long trigger is pulled off of the upright prop and down comes the fall, killing the animal by its weight. Skunk, coon, opossum, mink and in fact nearly all kinds of animals are easily caught in this trap. The fox is an exception, as it is rather hard to catch them in deadfalls. The more care that you take to build the
Building Deadfalls.

pen tight and strong, the less liable is some animal to tear it down and get bait from the outside; also if you will cover the pen with leaves, grass, sticks, etc., animals will not be so shy of the trap. The triggers are very simple, the long one being placed on top of the upright, or short one. The long triggers should have a short prong left or a nail driven in it to prevent the game from getting the bait off too easy. If you find it hard to get saplings the right size for a fall, and are too light, they can be weighted with a pole laid on the “fall.”

I will try and give directions and drawing of deadfalls which I have used to some extent for years, writes a Maine trapper, and can say
Deadfalls and Snakes.

that most all animals can be captured in them as shown in illustration. You will see the deadfall is constructed of stakes and rocks and is made as follows:

Select a place where there is orame; you need an axe, some nails, also strong string, a pole four inches or more in diameter. Notice the cut No. 1 being the drop pole which should be about six to seven feet long. No. 2 is the trip stick, No. 3 is string tied to pole and trip stick, No. 4 is the stakes for holding up the weight, No. 5 is the small stakes driven around in the shape of letter U, should be one foot wide and two feet long. No. 6 is the rocks, No. 7 is the bait.

Now this is a great trap for taking skunk and is soon built where there are small saplings and rocks. This trap is also used for mink and coon.

The trapper's success depends entirely upon his skill and no one can expect the best returns unless his work is skillfully done. Do not attempt to make that deadfall unless you are certain that you can make it right and do not leave it till you are certain that it could not be any better made.

I have seen deadfalls so poorly made and improperly set that they would make angels weep, neither were they located where game was apt to travel. The deadfall if made
Another thing, boys, think out every little plan before you attempt it. If so and so sets his trap one way, see if you can't improve on his plan and make it a little better. Do not rush blindly into any new scheme, but look at it on all sides and make yourself well acquainted with the merits and drawbacks of it. Make good use of your brains, for the animal instinct is its only protection and it is only by making good use of your reasoning powers that you can fool him. Experience may cost money, sinews and loss of patience and temper, but in my estimation it is the trapper's best capital. An old trapper who has a couple of traps and lots of experience will catch more fur than the greenhorn with a complete outfit. Knowledge is power in trapping as in all other trades. This is the old reliable 'inch-head.' The picture does not show the cover, so I will describe it. (Get some short pieces of board or short poles and lay them on the stones in the back part of the pen and on the raised stick in front. Lay them close together so the animal cannot crawl in at the top. Then get some heavy stones and lay them on the cover to weight down and throw some dead weeds and grass over them and triggers and your trap.)
is complete. When the animal tries to enter and sets off the trap by pressing against the long trigger in front, he brings the weighted pole down in the middle of his back, which soon stops his earthly career.

This deadfall can also be used at runways without bait. No pen or bait is required. The game will be caught coming from either direc-

![THE PINCH HEAD](image)

tion. The trap is "thrown" by the trigger or pushing against it when passing thru. During snowstorms the trap requires considerable attention to keep in perfect working order, but at other times is always in order when placed at runways where it is used without bait.

The trap can also be used at dens without bait with success. If used with bait it should be placed a few feet from the den or near any place frequented by the animal or animals you expect to catch.

Of course we all admit the steel trap is more
Building Deadfalls.

Very easy and very convenient. Very easy and very convenient. Very easy and very convenient. Very easy and very convenient.

Yon can make your sets faster and can change the steel trap from place to place; of course, the deadfall you cannot.

But all this does not signify the deadfall is no good; they are good and when mink trapping the deadfall is good.

To the trapper who traps in the same locality every year, when his deadfalls are once built it is only a few minutes' work to put them in shape, then he has got a trap for the season.

I enclose a diagram of a deadfall (called here Log Trap) which, when properly made and baited, there is no such a mink catcher in the trap line yet been devised. This trap requires about an hour to make and for tools a camp hatchet and a good strong jackknife, also a piece of strong string, which all trappers carry.

This trap should be about fifteen inches wide with a pen built with sticks or pieces of boards driven in the ground. (See diagram.) The jaws of this trap consist of two pieces of board three inches wide and about three and a half feet long, resting edgeways one on the other, held firmly by four posts driven in the ground. The top board or drop should move easily up and down before weights are put on. The treadle should be set three inches inside level with the top of bottom board. This is a round stick.
about three-fourths inch thru, resting against two pegs driven in the ground. (See diagram.) The lever should be the same in size. Now put your stout string around top board. Then set, pass lever thru the string over the cross piece and latch it in front of the treddle. Then put on weights and adjust to spring, heavy or light as desired. This trap should be set around old dams or log jams by the brook, baited with fish, muskrat, rabbit or chicken.

I herewith enclose a drawing of a deadfall
that I use for everything up to bear, writes a Rocky Mountain trapper. I hate to acknowledge that I have used it to get "lope" meat with, because I sometimes believe in firing as few shots as I can in some parts of the Mountains.

Drawing No. 1 shows it used for bait; a snare can be used on it at the same time by putting the drop or weight where it isn't liable to fall on the animal. Put the weight on the
Deadfalls and Snares.

Other side of tree or make it fall with the animal to one side. In this ease a pole must be strictly used.

A good sized rock is all right for small animals. The closer spikes 1 and 2 are together and the longer the tugger end on bottom, the easier it will pull off.

Fig. 1. Stake driven in tree one-half inch deeper than spike No. 2 (Fig. No. 2) to allow for notch.

3 — Bait on end of trigger.

4 — Heavy rock or log.

5 — Wire, fine soft steel.

6 — Trigger with notch cut in it.

7 — Notch cut in trigger Fig. G.

Spike No. 2 must have head cut off and pounded flat on end. In setting it across a trail a peg must be driven in the ground. In this ease the spikes are driven instead of tree as in drawing No. 1.

The end of brush stick in between peg and trigger end and when an animal comes either way it will knock the brush and it knocks out the trigger. Good, soft steel wire should be used in setting this deadfall along river bank a stout stick can be driven in line and hang out over water. This stick will take the place of a limb on tree. One end of a pole held in a slanting position by weighing one end down with a rock will do the same as a limb on tree.
the tree and cut notches in it for wire to work on.

1 — Trail.
2 — Log.
3 — Trigger same as for bait on top deadfall drawing.

4 — Stake driven in ground with spikes driven in it same as above in tree.
5 — Spikes same as above.
Deadfalls and Snares.

Tree. 

Briisli put in trail with one end between trigger and peg to knock off trigger when ton. This deadfall has never failed me and when trapping in parts of the country where I'm not likely to eat marten in traps, use a snare and it will hang 'em high and out of reach. Snare to be fastened to trigger.

Of course a little pen has to be built when setting this deadfall with bait. In setting in trail it beats any deadfall I have ever used for such animals as have a nature to follow a trail. A fine wire can also be tied to the trigger and stretched across trail instead of a brush and tied on the opposite side of trail. I like it, as the weight can be put high enough from the ground to kill an elk when it drops.
CHAPTER II.

BEAR AND COON DEADFALL.

I will explain how to make the best bear deadfall, and then how to make the same kind for coon that ever was made. The great majority of the bear deadfalls used were made from such material as was at hand. Follow my plan and I will give you directions for making a deadfall as good as any that has ever been made.

First get a pole six or eight feet long for bed piece, and get another sixteen or eighteen feet long and lay it on top of bed piece. Now drive two stakes, one on each side of bed piece and pole and near one end of bed piece. About 18 or 20 inches from first two stakes drive two more stakes, one on each side of bed piece and fall pole. Drive two more stakes directly in front of your two back stakes and about two inches in front.

Next cut a stick long enough to come just to the outside of last two stakes driven. Then whittle the ends off square so it will work easy between the treadle stakes and the two inside stakes that your fall works in; next raise your fall pole about three feet high. Get a stick about one inch thru, cut it so that it will be long enough to rest against your treadle and that short stick is your treadle when it is raised above the bed a piece, cut the end off slanting so it will fit against the treadle good. Tie a piece of rope about two feet long to the short end of your treadle, and then bend a piece of rope around your treadle pole about a yard and tie it with the noose around your pole. Then tie a piece of string around one side of your fall pole and throw the other end of this string around your pole, and you will have the best deadfall ever made.

But if you are not very clever at making these kinds of deadfalls, you can still catch bears with them. Use any kind of piece of wood that is about the size of your arm and put a piece of rope around it. Next tie a piece of rope around one side of your fall pole and throw the other end of this string around your pole, and you will have the best deadfall ever made. But if you are not very clever at making these kinds of deadfalls, you can still catch bears with them. Use any kind of piece of wood that is about the size of your arm and put a piece of rope around it. Next tie a piece of rope around one side of your fall pole and throw the other end of this string around your pole, and you will have the best deadfall ever made.
Bear and Coon Deadfall.

Slant the other end so the fall pole will fit good. Now five or six inches from the top of the slanted stick cut a notch in your slanted stick. Go to the back side, lift your pole up, set the post on the bed piece. Place the top of the slanted stick against the fall pole. Then place the pole off post in the notch in slant stick. Press back on bottom of slanted stick and place your treadle against the stick. Your trap is set.

Make V shape on inside of treadle by driving stakes in the ground, cedar or pine, and hedge it in tight all around. If such there is not, make it as tight as you can. Cover the top tight, this cubby should be 3 feet long, 3 feet high and wide as your treadle stakes. Stake the bait near the back end of cubby. Be sure the treadle is just above the bed piece. Take the pole off the cubby to set the trap. This is the best way to go. Don't you see, boys, that the old fellow comes along and to go in he surely will step on the treadle. Then, if your trap has been set right, you have hit him. This is the best coon deadfall I ever saw. The fall pole for coon should be about 14 inches.
Deadfalls and Snakes.

High when set. Set it under trees or along brooks where you can see signs. Bait with frogs, crabs or fish, a piece of mink or duck for coon. Build it much the same as for bear, only much smaller. You will find this a successful trap.

I will describe a deadfall for bear which I use, and which works the best of any I have tried, says a Montana trapper. I have two small trees about 30 inches apart, cut a pole 10 feet long for a bed piece and place in front of trees then cut a notch in each tree about 27 inches above the bed piece, and nail a good, strong piece across from one tree to the other in the notches. Cut a long pole five or six inches through for the deadfall, place the large end on top of bed log, letting end stick by the tree far enough to place on poles for weights. Then cut two stakes and drive on outside of both poles, and fasten top of stakes to the trees one foot above the cross piece. Then on the inside, 30 inches from the trees, drive two more solid slats out 2 feet apart and nail a piece across them 1s inches lower than the cross piece between the trees. Then cut a lever about three feet long and flatten one end, and a bait stick about two feet long. Cut two notches 1s inches apart, one square on the top and the other on the inside.
Bear and Coon Deadfall.

35 the bottom, and both close to the top end of bait stick. Fasten bait on the other end and then raise up the deadfall, place the lever stick across the stick nailed between the two trees, letting-the end run six inches under the deadfall. Take the bait stick and hook lower notch on the piece nailed on the two stakes and place end of lever in the top notch, then cut weights and place on each side until you think you have enough to hold any bear. Then put on as many more and it will be about right. Stand up old chunks around the sides and back and lots of green brush on the outside, (let it so he can't see the bait. It doesn't require a very solid pen. I drivt about three short stakes in front and leave then! one foot high, so when he pulls back they will come against him, and the set is complete. You can weight it with a ton of poles and still it will spring easy. The closer together the two notches the easier it will spring. This trap can be built lighter and— is good for coon. In fact, will catch other fur bearers, but is not especially recommended for small animals, such as ermine and mink.
CHAPTER III.

OTTER DEADFALLS.

At the present day wire steel traps are so cheap and plentiful it is very hard to justify the need to recommend any of complicated wooden devices. It may be argued that the use of the steel trap is not only undesirable, but it is too uncertain as every hunter knows. But steel traps are in daily use at the end of the hunting season.

In most cases these wooden traps were not set at haphazard through the brush in random places, but they were set up at the points where otters, marten, minks and other trapping animals passed. These places were chosen from years of experience and would be marked off in the spring and fall by certain individuals of the trapping family.

It is true that they were set at haphazard but not so often.

The writer has known beaver, lynx, and fox 36
Deadfalls. and in one instance a cub bear to be caught in one of these traps. There was a simplicity and usefulness about these traps that commended them to the trapper and even now in this rush century some hunters might use them with advantage. When once set, they remain so until some animal comes along and is caught. I say "caught" because if properly erected they rarely miss. They require no bait and therefore are never out of order by the depredations of mice, squirrels or moose birds. I knew a man who caught two otters together. This may sound fishy, but when once a present generation trapper sees one of these traps set he will readily believe this apparently impossible result is quite likely to happen. The trap is made thus: Cut four forked young birch about five feet long, pointing the lower ends and leaving the forks uppermost. Plant two of these firmly in the ground at each side of the otter path, three inches apart between them and about twenty inches across the path. These must be driven very hard in the ground and a throat piece put in level between the uprights across the path from side to side. As a choker and to support the weight of logs to kill the otter, cut a pole (tamarac preferable) long enough to pass three feet each side.
of your picket or uprights, so that this task may be made easier.

Now set two short poles like those already set in the ground, leaving 39 of your picket or uprights, see that this falls easy and clear. Now cut two short poles for the forks to lay in from side to side of the path, being in the same direction as the choker. At the middle of one of these short poles tie a good stout cord or rope (the Indians used split young roots), making a loop of same long enough to lay over the pole in front and down to the height the choke pole is going to be. When set, next comes the trigger which must be of hard wood and about a foot long, round at one end and flat at the other. A groove is hacked all around the round end. This is to tie the cord to. The choke stick is now brought up to say twenty inches from the ground and rested on top of the trigger. A stick about an inch in diameter is placed outside the pickets and the flat end of the trigger is laid in against this. The tied stick to be about eight inches from the ground. The tying at the end of the trigger being at one side will create a kind of leverage sufficient to press hard against the tied stick. Care must be taken, however, to have this pressure strong enough but not too strong for the animal to set off. Now load each end of the choke stick with small laps of wood to insure holding whatever may catch.
Deadfalls and Snares.

Fluffy under the stick when set to insure the otter in over and not under. When he clambers over the tread sticks weiglit depresses it, the trijijo flies up, letting the loaded bar fall on his body, which holds till death.

While my description of the making of a deadfall is plain enough to me, yet the novice may not succeed in constructing one the first time. Still if he is a trapper he will very soon perceive where any mistake may be and correct it.

I have used both steel traps and deadfalls and although I do not wish to start a controversy yet I must say that a deadfall well set is a good trap. For marten on a stump they are never covered unless with snow, nor is the marten when caught destroyed by mice.

Of course, to set a deadfall for otter it must be done in the fall before the ground is frozen. Once made, however, it can be set up either spring or fall and will, with a little repairs, last for years.

I am aware the tendency of the age is to progress and not to use obsolete methods, still even some old things have their advantages. Good points are not to be sneered at and one of these I maintain for spring and fall trapping in a district where otter move about from lake to lake or river to river is the old time Indian deadfall.
Having seen a good many descriptions of deadfalls in the H-T-T lately, thought I might try to write one that would have some merit, since there appears to be more interest in it than in some of the deadfall schemes.

First, cut a pole (Z) five or six inches through and twelve feet long, lay it in the crotch of a tree five feet from the ground. Then cut two sticks two inches through and fifteen inches long, cut a notch in each three inches from the top and have the notch in one slant downwards (B), the other upwards (A). The sticks should be nailed on each side of the pole (Z), the top of which should be flattened a little. Have the notches about six inches above the top of the pole.

Cut another stick ten inches long (F), cut the top off square and nail it six inches farther down the pole on the same side as (B), have the top five inches above the top of the pole (Z). Now cut two more sticks two and one-half feet long (C-D), cut a notch in each two inches from the top. The sticks should be the same size as (B) and (A), with the notches in one slant upwards and the other downwards.
top and nail a stick (E) across them in the notches, so they will be about seven inches apart. Set a straddle of the pole (Z); they should be two inches farther down the pole than (F). Then cut another pole (X) ten feet long, lay it under (Z), lift up one end of it and nail the stick C and D to each side of it. See that when the sticks C, D and E are lifted up they will fall clear and easily.

Now cut a bait stick (G) one-half inch
Marten
Deadfall.

Through seven inches long, sharpened at one end.

Cut another stick (H) an inch through and fifteen inches long, flatten a little on one side.

To set the trap lift up C, D, E and X, and put the end of H under E and rest it on the top of F, hold down the other end while you put the halt stick (G) in the notches A and B, then let the end of H come up on the outside of B against the end of G. Put the latch on the other end of G; when the end is pulled out of the notch the trap will spring and spring easily if made properly.

Lay a block of wood at the latch end and some small sticks on top, so the animal will have to crawl under E to get the bait.

Musk-rat makes the best bait for marten.

When you find a tall straight spruce something that is pretty straight (not a balsam) cut it about a foot over your head, says a Northwestern trapper, or as high as you can. When you have cut it, split the stump down the center two feet. Be careful doing this, for you are striking a dangerous blow as I have good cause to know and remember.

Trim out the tree clean and taper off the butt end to make it enter into split. Drive down into split about fourteen inches. Cut a crotch into ground or snow solid.

Now cut the mate of this piece already in.
split and put into split and into crotch on top of other. Have the piece heavy enough to hold wolverine. See cuts for the rest. Cover bait as shown in cut. I do not make my trip sticks the same as others, but I am afraid that I cannot explain it to you. See cuts for this also. Use your own judgment. Of course you will sometimes find it is not necessary to go to all this bother. For instance, sometimes you will find a natural hanger for your trap. Then you don't have to have the long peg or pole to hold it stiff.

This trap is used heavy enough by some "long line" trappers for wolverine. They blacken bait and cover as shown in No. 4. In the two small illustrations the triggers are shown in No. 1 separate and in No. 2 set. A is the bait and trip stick, B the lever, C is the upright. B in No. 1 is where the bait should be.
Deadfalls and Snares.

In Xo. 3 is bait, E is pin which fastens deadfall to under pole and prevents deadfall from turning to one side. F is post to keep under pole from bending.

In No. 4 HH are nails which fasten down a springy piece of wood to keep cover over bait. Cover with fir or spruce boughs.

Another deadfall much used by marten trap-pers is constructed by cutting a notch in a tree about a foot in diameter, although the size of the tree makes little difference. The notch should be four inches deep and a foot up and down as high as the trapper can cut—four or five feet. Only one pole is needed for this trap as the bottom of the notch cut answers for the bed or bottom piece. (See illustration.)

The pole for the fall should be four inches or more in diameter and anywhere from six to ten feet in length, depending upon the place selected to set. The end furthest from the bait or notched tree must be as high as the notch. This can be done by driving a forked stake into the ground or by tying that end of the pole to a small tree if there is one growing at the right place. If the pole for the fall is larger than the notch is deep, the end must be flattened so that...
Deadfalls and Snakes. It will work easy in the notch, as a piece of wood has been nailed over the notch to hold the fall pole in place.

The tri.iers used are generally the figure 4 and set with bait pointing as shown. There is no place for the marten to stand while eating.

TREE DEADFALL. bait, only in shelf, and of course when the spindle is pulled, down comes the pole killing the animal. This shelf protects the bait and the piece and the snow does not fill in between and require so much attention as the one first described. This deadfall may also be built on a stump with a small enclosure or den and the two-piece
Marten Deadfall.

Most trappers place the bait or long trigger on bottom pole, when trapping for marten. It will be plenty easier then to get the bait, when doing it this way. The deadfall with bottom pole will be caught while falling in gear for the lure.

The height that deadfalls for marten should be built determines, expected being the correct gear.

A few inches of snow will not interfere with the workings of deadfalls on the ground, but deep snow will. Snow over an inch under the fall will make much harder. This is no small task. The snow must be cleared.
Deadfalls and Snares.

On the lookout for suitable places to construct L:arten deadfalls. When the snows get several feet deep, such places become very common. The trapper makes his rounds on snowshoes, and the deadfalls constructed several feet above the ground are the ones that make the catches.
CHAPTER V.

STONE DEADFALLS.

The stone deadfall here described is used by trappers wherever flat stones can be found and is a very simple to make. It is described, and other similar ones, in the trap is made as follows:

The trap is best for this trap and is simple after a little practice. It is made as follows:

1. A stick five or six inches long is cut out of hard wood and whittled to a flat point, but blunt at one end.
2. A stick about five inches long with a notch cut within about one and one-half inches of the end has the other end made square so it will fit in the piece to the right.
3. A stick of a different sort is made to hold the stick in place. This best way will be to tie it in this place and place the trap where it is used.
4. A stone weighing from 50 to 100 pounds, depending upon what game you expect to catch, should the place the trap on the stone. This must be a good flat stone that cannot move.
that your game will be killed quicker and also so that the upright trigger will not sink into the ground. Lift up the large, or upper stone, kneeling on one knee before the stone resting the weight of the stone on the other. This leaves both hands free to set the trap. This is done by placing the triggers in the position shown in illustration and then letting the stone down very easily on the triggers. You should keep your knee under the stone all the time until you see that it comes down easily and does not "go off" of its own weight. The bait should always be put on before the trap is set. This trap will go off easy and you must be careful that the bait you
Stone deadfalls, put on is not too heavy and will cause the trap to fall of its own accord. This trap can be made to catch rabbits which will come in handy to bait other traps for larger game.

In trapping for rabbits bait with apples, cabbage, etc. This trap does not take long to make, as no pen need be built, the top stone is large enough to strike the animal, making no difference in what position it gets when after the bait. A stone two or three inches thick and say thirty inches across and the same length or a little longer is about the proper size for skunk, opossum, etc., but of course larger or smaller stones can be used—whatever you find convenient.

This trap consists of a flat piece of stone supported by three fits of wood, the whole trouble being in making these three fits right, and this can be done by carefully comparing the description here given with illustrations, whenever they are referred to. The parts are all made of wood about three-eighths of an inch thick. Fig. 1 is thirteen inches long, with notches about one-sixteenth of an inch deep cut in its upper side, two of the notches near together and at one end, and another four and a half inches from the first two. The latter notch should be cut a little sloping across the stick.
Figure 1 represents a top view and the piece next below it is a side view of the piece of wood as it should be made, and end fartherest from the notches being trimmed to a point to hold the bait. This constitutes the trigger.

The lever is shown in Fig. 2, the cut above giving a side view and that below it a bottom
view of this part of the trap. The piece of wood needed here is six and one-half inches long, one inch wide at one end, and tapering down to three-sixteenths of an inch at the other. It should be set up so that the upper side is six and one-half inches from the wide end. Level off the upper side of the piece and be sure that the notch and chamfer are cut to the same width. The point where the piece is set up should be cut to a notch, since the members would be easier to handle. Level up both the posts as close to firmly.

The upright post, Fig. 3, or more correctly hinge, should be cut at the bottom one inch from the end, and proceed to cut parallel with the end, the upper end beveled from the front backwards at an angle of about 45 degrees. The front of the upright post is the side that would be the top of a post used. On the right side cut a long notch, half the width of the wood in depth, commencing the hollow slope of the notch one inch from the bottom line and cut up to the square shoulder just three inches from the bottom of the post. Level the shoulder off again, as before. In the post should be cut a notch wide enough to accommodate the wood used as the points. Inserted in these notches and the post ends and the members would be easier to handle.
Deadfalls and Snares. 

First hold it up horizontally with its middle notch, catching behind the shoulder of the notch in the upright post; then place the beveled end of the lever in the notch at the end of the trigger, the notch in the lever laying on the edge of the top of the upright post. Lastly, make the stone rest on the top of the lever, arranging the stone so that the bait will be near the lower end of the stone. It is a good plan to hollow out the ground somewhat under where the stone falls, to allow a space for the pieces of the Fig. 1 to land without danger of being broken. The bait, also, should be something that will flatten easily and not hard enough to tilt the stone up after it has fallen. The trouble with most deadfalls usually set, is in the weight of stone. When you get one heavy enough it will not trip easy when game takes hold, and oftentimes break head piece where the head takes hold of standard. The head piece from stone down to where standard sets in notch should be fully \( \frac{3}{4} \) inches, so when stone starts to fall it throws triggers out from under; otherwise, stone will catch and break them.

Young trappers when you are making triggers preparatory for your sets, tie each pair together as they are finished, then when you come to set them tie out each pair with a line and a weight, that will stretch between the trigger andF
Deadfalls and Snares.

You are ready to set there are no misfits. Now we are up to the bait stick. It should resemble a congratulation, in shape more of a rake than a real one. When shaping the stick, hold the handle at the top, A rounded notch at one end and the whole stick smooth and polished at the other. So all there is necessary is that the stick will lay on the foundation of the trap within 5 or 6 inches of the front of the trap. Don't put the bait away under the stone. You lose all the force when it falls.

In building foundations for traps the utmost caution should be exercised in getting them good and solid. Then the bait will lay on the foundation of the trap. The job sticks under the stone of the trap. Don't put the bait away under the stone. You lose all the force when it falls. In building foundations for traps the utmost caution should be exercised in getting them good and solid. (See how well you can do it instead of how quick.) Begin in the fall before the trapping season is on, locate and build your trap, be sure the top stone is heavy, raise it up and let it fall a few times. If it comes together with the bang of a wolf trap and will pinch a hair, so much the better.

To illustrate: While walking through our country in the fall of 1905, I was setting up the bait sticks. I want to note the trees, and to appreciate the sound from the bait sticks. I remember that I heard a noise of a wolf trap. I went down and found a trap which had been there for a long time. I opened it and found a squirrel in the trap. I lifted it up and found a stone under the trap. It was in the fall of
Deadfalls and Snares.

1800, and I want to save light that it took all the strength I had to set it. Trappers, if you will try one or more of the above described deadfalls for those skunks, I think you can tie their pelts about your neck for protection cold mornings, and none will be the wiser as far as smell goes, provided, however, you put some obstruction to the right and left of the trap so it will compel his skunk ship to enter directly in front, and then carefully adjust the length of bait stick so stone will crush him about the heart.

I have taken quite a lot of skunk and very few ever scented where the head and heart were under stone, writes an Ohio trapper. I always had a preference for above described traps for many reasons, yet if you live where there is no stone, you are not in it. Deadfalls come in handy sometimes and with no cost whatever unless the cost is building them. Will send two illustrations of the stone (hedge says a successful deadfall trapper.
RIGHT AND WRONG WAY.
Deadfalls and Snares

In this way you have a trap that will be easy to

The way that some set their deadfalls is by drawing the bait out from under the trap and standing far enough away to be out of danger of being caught. I can take a two hundred pound weight and set a deadfall that will catch a small field mouse but it would not do to have them knock that easy for you will get a trap that is too small to handle.
A will give a description of a bear pen, writes a Canadian trapper. The bottom of the floor is made first of two logs about 1-1 nine feet long and nine or ten inches thick. They are placed side by side as shown in cut and two other logs 1-1 nine feet long and eighteen inches in thickness are placed one on each side of the bottom logs. Then cut two short logs about twelve or fourteen inches thick and long enough to reach across the pen and extend about six inches over each side. Notch these down, as shown in cut, so that the top of the logs are about three inches above the sides. Cut notches in the top of these logs so that when logs will lay solid on top of the other logs inside the pen. If they don't lie solid enough bore holes in the ends of the short logs and drive wooden pins in the holes.
The block 5 should be placed three inches below the edge of the side logs. Notches are next cut in the side logs three inches above the bottom of the side logs. The roller is about five inches thick and should turn easily in the notches.

The next step is to make the lid. It should be made of two logs of such a size that they will entirely close the top of the trap. Notches are next cut in the side logs, directly over this block, so that when the roller is in place, it will fit down snugly on this block. The roller is about five inches thick and should turn easily in the notches.

The next step is to make the lid. It should be made of two logs of such a size that they will entirely close the top of the trap. They are notches down and pinned onto the roller and block. These logs should project over rear end of pen about four or five feet. Before pinning these logs in place, a hole should be made for the bait stick, half of it being cut in each log. Pins should be driven in the side logs, over the roller, so that the bear cannot raise the lid. Two crotches are then cut and set up at the sides of the trap and spiked solid to the sides. A short pole is then placed in the crotches and a long pole, running lengthwise of the trap, is fastened to the lid at one end with wire and the other end fits into a notch in the bait stick when the trap is set. The bait stick has a spike driven thru it on the inside of the trap to keep it from pulling thru.
Deadfalls and Snares.

The bait stick. Then pull the long pole down and hook it into the notch in the bait stick. If the lid does not seem heavy enough, pile stones on it. A trap of this kind may be made by two men in half a day and will be good for a number of years.

The log trap is one of the very best methods of taking the bear. It beats the deadfall all to nothing, says an old and experienced Ohio bear trapper. It is a sure shot every time; I have never known it to fail except where the log had stood for a number of years and become rotten. In a case of that kind the bear would have no difficulty in gnawing his way out. This trap or pen, as I shall call it, has been tested and proved by many years of experience. It has been called a bear pen and is often used in making a bear teas, but the log trap is much better.

The steps have been described to use a narrow path, cut for the purpose of letting a horse or ass along and near the pen heard the growling and tearing around of the bear in the pen and the hair on my head would almost crowd my hat off.

Go about building it this way: First select the spot where you have reason to believe that the bear inhabits, now having made your selection,
get a level place and run the lines. Lay a course of logs with the end projecting 6-8 feet beyond the lines. This being done, commence to set up the bower of logs to an angle 60-70 degrees in elevation. Where either of these logs should be the top, bottom, and the sides, it is necessary that they be strong, but they must be always together in order that the doors cannot get a starting place in them. This is why I suggest that the height of the logs be that needed. It is a well-known fact that you can put any gnawing animal into a square box, and so furnish one can but be certain that the starting point.

Lay a short log first, then a longer one, and repeat this until you get in the house. Blanket together, top, and the lower members above. A blanket made on the lower part of the house, not being the base, will make the floor. Now the face prepared to lay on a course of logs from there, the shorter have made long. Now you can not have given a height of almost three feet, these logs on, face for the logs, a second of almost logs running on the house end.

The next that comes and should have one and a half inch each and cut the wooden poles of the long around the walls, this to receive the logs, gay, where is inserted a small stake about three inches thick. Then these were then bored and the 1
come down within ten inches of the floor. Then cut a notch in the side facing the front of the pen and so it will fit up against the under side of the leg with the notch in; now you may make a

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BRAIN ENTERING PEN.

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notch in the trigger about six inches above the top of the pen and on the same side of the trigger that the first notch was made. Now the trigger is ready except adjusting the bait.
Next lay a binder on top of the pens and upon either end of the short pieces of logs. Lay the binders across the short logs and pin the short logs at either end so the bears cannot raise the top off the pen. You may also lay on three or four logs to weight it down and make it doubly sure. You may pin the first short log in front to the side logs to keep the front of the pens from spreading. Now we have the body of the pen complete.

The door is the next thing in order. The door is usually made to be ten feet high and long, but it is not necessary for the balance of them to be that length, though the top and bottom of the door should be as long as the top and bottom of the whole pen. Lay the logs of the door upon the first or long log, putting a pin in each end of the logs as you lay them on. You may put two such pins side by side or put one in the middle of the logs and drive two stakes in the ground to keep the door from being moved. Another way of fastening the door is to lay the logs side by side, but in this case the pins should be put in the edge of the logs on either side, and the pins should be driven through the logs and into the ground to keep the door from being moved. If these are not strong enough, you should put some additional support to keep the door from moving.
closed, you may cut a notch in the outside of the stake near the top; get a pole eight feet in length, sharpen the ends, and set in the notch of the stake and the other end in the ground. This will hold the door perfectly solid. Cut a slight notch in the top log of the door for the end of the spindle and the next move is to take the door to the proper height. Set a stud under the door to keep it from falling. Get your spindle ready, flatten the top of either end a little, then cut a stanchion just the right length to set under the spindle on the first top log. Tie your bait onto the lower end of the trigger; one man going inside to put the trigger in the proper place.

To facilitate the springing of the trap, lay a small round stick in the upper notch of the trigger, letting the end of the spindle come up under the stick, and as the bear gets hold of the meat on the bottom of the spindle, you will feel it roll and the whole door fly up in the wind of the spindle. In order, it will spring very easily in the spring but make the end of the spindle to my own that rich.

The kind of trap you have made for a bear may be altered to suit to other sizes. But always keep the spindle as high as possible to keep the paws from catching on the ground. For a trap of a very small bear rather than a bear of a size we should desire, we will make some slight change. Then
again, this trap costs nothing but a little time and the trapper's whole life is given over to time. One man can make this trap alone and set it, but it is better for two to work together in this work, for in case the door should spring upon him while he was inside he would be forever lost. I have caught two wildcats at once in this pen, but it is not to be expected that you will get more than one bear or other large animal at a time.
In describing a portable deadfall, an Indiana trapper writes as follows: We took a piece of sawed stuff 2x4, 5 feet long, then another the same size and length. For upright pieces to hold the main frame in place would take up too much room, we used sawed stuff 1x3, two pieces set straight up and down at each end, or about far enough to leave the back end stick out three inches, and front end or end where the triggers set, 6 inches. Nail these two on each end as directed above, nail to lower piece 2x4 only, then at back end bore a hole through the two uprights and upper 2x4, or the piece that falls, put a bolt through, or a wood pin if the hole in the 2x4 is larger than those through the uprights. Then have this ready to use if you need it. Now, a bolt of wood approximately 6 inches in length and 2 inches in diameter is the key to the whole thing. To set the frame, after inserting the bolt through one of the uprights, bore a hole in the back and nail in place. If it is properly made, you need but a slight push to get your game.
Deadfalls and Shear Trap.

I send a drawing of a trap called the "Shear Trap," writes an Eastern trapper. This is not a new trap, neither is it my own invention. I have used this style of trap many years and have improved it so that it is always very successful. I have a large stake on each side of the trap that reaches many inches, eight to ten, with fast and well made traps, even very weak animals cannot escape.

This trap is made as follows: Take four strips of board, four feet four inches long, by three inches wide. Bore one-inch hole two inches from the end of all four of them. Now make two rounds about thirteen inches long, and put two of the boards on each side of the round. At the other end put the two outside boards on the sides round, and the other round. Make one other round between the boards, these are in the outside. Put the two outside boards on the inside next, forming two additional boards if the others fail, and fasten on the inside or outside as desired.

With the two outside boards, make two lines parallel to each other, from the lower end, and put another stake above the line parallel to the other. Make all the other lines at convenient intervals, and the result is a trap that all animals cannot escape.
Stand the two strips last mentioned on the outside of the frame at the end they project and make them fast as we do to stand preparation. For this part take two as we have both been found one each side. There hold on there is in one with 18 inches G. The other is 16 inches long. 2 inch thick with the 18 inches. 1 has been bored and put the other end of the 14. Cover the strips and under around from the outside of figure 3 and catch as we have in both figure 4. The other end and end of figure 5. Put weight as figure 3. Leave three at figure 6 to keep animal from getting to frame look up in the one 7. Put and I was fresh fish, muskrat, bird, etc., and serve with limes or cream.

THE BARREL TRAP.

I promised in my last letter to describe the barrel trap, says a Northwestern trapper, which I often use with great results. Other trappers may have used this trap for years, but I only upon this for the ready because the huge working about this trap.

Take a 7 and of an old barrel made of hard wood. A piece board makes a good rest, and lie a leg over on one end of the trap with a hinge. Lay one end of the board project my object to now the weight as described above as the laying of the
PORTABLE TRAPS.

Arrange it so that the end of the board not over the barrel is flat, the end of the board of the heaviest so when the rat tilts down the end in the barrel it will come back in place again. Place a bit of parsnip, apple, or celery near the end of the board over the barrel so when the rat reaches his front feet over on the board it will tilt down and let him in the barrel to stay. Bury the barrel near a river or creek to within about 2 or 3 inches of the top of the barrel, so there will be from 6 inches to 1 foot of water in the barrel. If there is much water in the barrel the most of the rats will be dead when you visit your traps. Several may be captured in one night in this kind of a trap.

BLOCK TRAP.

Saw a small log in blocks from 4 to 6 inches long. Bore an inch hole through the center. Take nails and drive them so that they form a "muzzle" in one end and have the nails very sharp. Fasten your blocks with a piece of wire and put it in the runway or on a log or anywhere that a coon will see it, and when that end of the barrel has been seen by all coons, I have caught 20 to 50 coons with these traps with no bait.
the block, piece of corn cob or anything will do. Cut the foot off to get the animal out of this snare.

The illustration shows a square block with the hole bored in the side. This is done to better show how it should be done, although when set,

![The Block Trap](image)

the hole should be up. Bait with a piece of fresh rabbit, frog, or anything that coon are fond of.

Instead of the blocks the auger hole can be bored in a log or root of a tree if a suitable one can be found where coon frequent.

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**The "Noxemall" Deadfall.**

The best material is spruce, but if spruce is not to be had, hard wood is better than soft. Follow directions closely; never use old, dozy wood;
PORTABLE TRAP.

The best material for portable traps is good, sound, straight-grained wood. A good way to get such wood is to go to the saw-mill and select good 2x4 studding. Have these ripped lengthwise, have the strips cut into four lengths, each being two inches wide by one inch thick; then have them cut in the lengths shown in the diagram.

THE NOX-EM-ALL DEADFALL.

- A piece of lath about 8 inches long, with one end beveled off to fit in slot of E; tie a piece of small rope, about a foot long, two inches from the other end.
- A piece of lath, 2 feet long, with a slot cut crosswise two inches from one end.
Deadfalls and Snares.

Inches from one end and a piece of rope tied two inch from the other end, about a foot long.

If you let your material at the mill have four rounds (F) turned out of oak or maple (must be hard wood), three of them being 12 inches long, one being 8 inches, inch in diameter.

They must be some smaller than the hole, as they swell when wet.

Your trap is now ready to put together. Take one 12 inch round slip on the side pieces A first, then the two standards. Next place a 12 inch round in the holes in the top of the standards. The front end of the trap is done, except fastening the standards to the round and the setting apparatus to the top round of standards.

Next take the remaining 12 inch round slip on the drop bars C first, then the side pieces B outside; next place the short round G in the front end of drop bar C. You can drive nails thru the outside pieces and the round. Where there are two pieces on a side on one round, fasten thru the outside piece, always leaving the inside piece loose so that it will turn on the round. A much better way, although it is more work, is to bore a hole thru the side piece and round and drive in a bird wood plug. This is the best and best way of such pieces at the very joints from one side and the
Portable Traps.

81 plug much easier than to pull out a nail. The holes should be bored with a ^ inch bit. Tie the rope attached to E to the rear round, leaving two inches play, between E and the round. Tie the rope attached to D to the top round of standards, leaving two inches play at top and two inches between lower end of D and bottom round.

First place a stone on the drop bar, weighing 20 pounds. Then raise the drop bar high enough so that you can place the short lath under the round of drop so that the weight rests on the rope. These is the secret of setting. The pressure on top forces the lower end to fly up. Now place the beveled end of the short lath in the slot of the long lath and the trap is set. Hang your bait from the drop bars, under the weight, about eight inches from the front. The game will then come to the side of the trap. Never tie bait on the lath. Set the trap in front of the hole, block up by setting up two stones V shape on the upper side of hole, forcing game thru the trap to enter or come out.
During my trapping experiences I found a way to set traps that I had never seen or heard of before. I visited an old trapper's deadfalls and at that time I had never seen or used any triggers other than figure 4, but this trapper used the prop and spindle. I looked at several of his traps; in fact, went considerably out of my way to look at some eight or ten of them. I now saw that these triggers were all right and on visiting my traps again set a few of them with these triggers. Since that time I have never used the figure 4.

The prop and spindle. I found that traps with props and spindles were keeps our traps off. I have always thought that putting a trap on a prop or spindle will get off hares easy. To do so increases the chance that hares will set it off, as they will not throw it off. It is best to have the prop or spindle set to the right angle.

Trappers who have never used these deadfalls will be shocked, and think that they have never heard of
Some triggers.

short time and become better acquainted with their construction and operation than they will much without some study of them. This is not to say that we will neglect them. Some experience indicates, to what is expected in nothing else.

The prop is a straight piece about seven inches long and about one-half inch in diameter. The spindle, or long trigger, is about the size of the prop, but should be about sixteen or eighteen inches long with a prong cut off within two inches of the end to help hold the hook or wire securely. The prop should also be long enough to hold the hook at the desired distance. These illustrations will give a better idea of how the props are made to those who have never seen or used them.

I was recently shown pictures of traps which I believe are far ahead of anything I have ever seen in the II-T-T yet, that is, the triggers. I have seen deadfall triggers that would work and one held where the hook was pulled on, but these are not many in them.

Trigger No. 1 is made between the ground with a hook and has the trigger end free and at height. When No. 1 is not in use, No. 2 is mounted to the trap. In the general field both should No. 1 be used on
Deadfalls and Snares.

No. 3 is a stick, one end laid on top of bait slightly outside of stub No. 2, the other end on top of lower pole. No. 4 is the prop stick. One end is set on stick No. 3 about one inch inside the lower pole. The X represents the bait. When the bait stick is pulled out of notch in stub No. 1, the upper pole comes down and has got your animal. If you find your bait is caught between the poles YOU may know the bait is not back in the box far enough. If you find the trap down and bait and bait stick gone, you may know that the bait is too far back. The animal took his whole body in before he pulled the bait.

I have tried to describe this trap for the ones that don't know how to make a deadfall. Someone wants to know how to make a good deadfall. Well the plans published in back numbers of H-T-T are all right except the figure four sticks and bait. Make your sticks...
Some triggers.

Like tins, and you will be pleased with the way they work, says an experienced trapper.

No. 2 flat view. The trigger sets in the slanting cut in side of No. 2. Don't put bait on trigger. Put it in back end of pen and pin it to TRIP TRIGGERS the ground. Turn trigger across opening slanted slightly in, then you get them by neck or shoulders.

The longer the slot in the trigger, the harder they will tri.) Set as straight up as possible. Make 1 and 2 of hard wood. Saw a block 31 inches long and split into f inch squares. Make cuts square with a saw and split out the part you don't want. Bevel ends with a hatchet. Make trigger of green hard wood stick with bark on.
I cut a tree from 8 to 10 inches in diameter and cut off 7 feet long. Split the piece open and bury one piece on a level Avitli the earth — split side up — and place the other half on top. I hew off any bumps and make a perfect fit. Then I cut out bushes the size of my arm, and drive them down on each side of my fall and leave them an inch or two higher than I expect my top log to be when set. Be sure to begin far enough at the back to force the animals to go in at the front. I use the figure four triggers and tie the bait to the long trigger. Another trigger is made as follows: Cut two forks and lay pole across just in front of the log on top of the forks. Take another piece of timber about four feet long, tie a string to each end and let one end have a trigger and the other be tied on your top log. I drive a nail in the top log and tie the string to it, and I call this my Fly trigger. It acts as a lever, for when the fly comes up over the piece on the forks and the trigger goes over half way back by the side of the log, and the trigger about a foot long — straight and thin, and sticks under the log — have a short trigger tied to the fly pole and a forked sould the size of your finger and long enough to stick in the ground to hohl the trig-

ner. Put the bait on long trigger and catch the short trigger through the fork and let it catch
Some triggers. These triggers leave the fall open in front as a precaution.

Two-footed deadfall triggers do not work because longer supports in the supports of animals' backs make easier to escape under cover, and work in quite similar manner, only without the need for the extra work. To make these supports of the animals' backs, we use the heads: the heads of the认真 mice, as in any other, so that the common woods have their heads and the heads of the mink's backs, although, as previously, so that the animal with a head where the head can not get is set so that the top log will fall across the mink, coon, skunk, or opossum, as they are the animals I kill with the fall. Use fly pole triggers as above, for this deadfall. I make these falls near the runways of the animals I wish to catch. When I am sure to stay at a place, I build my falls in the summer and by the trapping time they look old and natural.
CHAPTER IX.

TRAP TRIGGERS.

The deadfall shown here can be used at dens or in paths where animals travel frequently. When set across the entrance of dens it will catch an animal going in without bait. That is, it will catch an animal going in, as the triggers are so constructed that they can only be pushed towards the bait as shown in illustration.

If the trap is to be used at dens without bait the regular figure 4 triggers had best be used, but set extending along the log instead of back into the pen. An animal in entering will strike the trigger and down comes the fall.

The trap shown here and the triggers are made as follows: Cut two logs and lay one on the ground. This log should be at least four feet long. Place it firmly on the ground with flat side up. This log need not be as flat as shown in illustration, but should be flattened slightly. Drive two stakes three feet long within a foot or so of one end (8) and (9). Now come to the other end and drive two more (10) and (11). Stake ten which is directly opposite from (11) you want to be care-
ful not to split, as one of the triggers rests on it. The fall is now placed in position, that is the upper log. The end of this is split and a stake driven in the ground so that the fall will not turn between the stakes but is held firmly. See that the fall will work easily up and down; that the stakes are not so close together that the fall binds, yet it wants to fit snugly.

Cut trip stick (4) and trigger (3), lifting the fall up with one knee and place end of (3) onto (4) slightly, so that a small pressure on (4) will spring the trap. After you have the
Deadfalls and Snares.

To trap set spring so it works all right.

If you are setting across the entrance of a den the pen of course is not wanted. If you are setting in paths or near dens drive stakes in a semi-circle as shown in illustration, but the stakes should stick above the ground some eighteen inches or about as high as the "fall" jerk when set. It is a good plan to throw leaves or grass on the stakes.

A small notch (5) should be cut in upright post (8) for trip stick to fit in to hold it up. Be careful, however, that this notch is not cut too deep. The bait (6) is placed back in the pen and fastened with wire or a stake driven thru it into the ground. The open space over bait is now covered over and the entire trap can be made to not look so suspicious by cutting brush and throwing over it excepting in front of the bait. An animal in going in for bait steps on or pushes the long stick (marked 4 at one end and 5 at the other) off (3) and is usually caught. This is another good trip trigger deadfall.

A short log should be laid on the ground and the two stakes driven opposite each other as in the trap just described. These stakes are not shown.
as a better view of the triggers and workings of the trap can be had by omitting these.

In the illustration the "fall" pole is weighted, but it is best to have the pole heavy enough and not weighted. The stakes on which the upper or cross piece is nailed should be from twelve to eighteen inches apart. The cross piece

need not be heavy, yet should be strong so that the weight of the fall will not bend it.

The pens or enclosures used cannot be covered, as this would interfere with the workings of the triggers. If the pen is sixteen inches or higher very few animals will climb over to get bait, but will go in where the trapper wants and if properly made and set are apt to catch the game.

* * * *
Deadfalls and Snares.

Along in the late seventies or beginning of the eighties, when a good sized niiiskrat would bring about as much as a common prime mink, and a steel trap was quite a prize to be in possession of, I had perhaps two dozen traps, some old fashioned, that would be quite a curiosity at present, besides a few Newhouse No. 1.

That was in Ontario, Canada. Skunk, mink, coon, muskrat and fox were the furs in that part, Waterloo, Brant and Oxford Counties. Later I used this deadfall with success in Iowa and other sections, so that there is no doubt but that it will be found a good fur catcher in most localities. I used to catch a great deal with deadfalls, — picture of which I here enclose. I have seen nearly all the different makes of deadfalls and have tried some of them, but the one I here send you the picture of, which can be easily understood, is the one I have had the most success with. I believe they are the best, and an animal can't get at the bait without striking it off, besides some animals will examine a bait without touching it. This deadfall, if they are curious enough just to enter inside and put their foot on the trigger stick, they are yours if the trap is set properly. This style (of deadfall) can be successfully used over skunk holes, game runways and there...
Trip

Triggers.

you do away with the bait yard. This style of trap is much easier made, as it requires very little skill. Just a few straight sticks about the size round of a cane, a little twine. You can catch most any animal from a weasel to a raccoon. The illustration shows the "fall" or upper pole weighted. In our experience we have found it more satisfactory to have the "fall" heavy enough to kill the animal without the weight. It is often hard for the trapper to find a pole of the right size and weight for the "fall" and the next best way is to place additional weight as shown. First make a pen in the form of a wigwam, driving stakes well into the ground to keep the animal away from the rear of the trap. It should be open on one side. Place a short log in front of the opening and at both ends of this drive stakes to hold it in place and for the long log.
to work up and down in. The top log should be six or eight feet long, according to size of animal you aim to use trap for, and about the same size as the bottom log. Cut a forked stick about 12 inches long for the bait stick, notching one end and tapering the other as shown in Fig. No. 2. A stick 24 inches long should then be cut and flattened at both ends.

To set the trap, raise one end of the upper log and stick one end of the flattened stick under it, resting it upon the top of the stake on the outside of the log. Place the bait stick, point downward, inside the pen upon a chip of wood or rock to keep it from sinking into the
Trip triggers. Ground and set flat stick in the notch. When the animal pulls at the bait it turns the bait stake and throws the cross piece out of the notch of the bait stick and let the top log fall.
CHAPTER X.

HOW TO SET.

In explaining size pen some make them 2 feet long, writes a New York trapper, while one 12 inches long (as used on this trail), is sufficient; not only that, but it is superior for the following reasons:

A 2 foot pen would let the animal pass inside and beyond the drop when sprung, unless the animal stepped on the treddle. The Indians' trap is made by cutting a sapling 3 or 4 inches in diameter off the butt end cut a piece 2 foot and place on the ground for a bed piece; drive four stakes, two on either side of bed piece, leaving a space between of 12 inches, using the balance of pole for the drop to play between the stakes. For balance of pen a few stakes, bark or slabs cut from a tree. For a spindle, cut from a hemlock, spruce or other dry limb a piece eight or ten inches long, sharpen one end to a point, the other end flatten a trifle for an inch or two on the underside, so that when placed on the bed piece it will lay steady. Now with a sharp knife, connence 1 inch back, and round off top side of spindle on which to place a standard four inches in length, cut from same material as spindle. 96
How TO Set.

In setting—place the bait on the spindle so as to leave a space of only six inches from bait to the standard; now take spindle in left hand, standard in right hand, kneel down, raise the drop placing one knee under it to hold it up the right height. Lay spindle onto center of bed piece and place the standard on top of spindle, letting drop rest on top of standard so as to keep the pieces in position. Now by moving the standard out or in on the spindle, the spring of the trap can be so gauged that it will set safely for weeks or months, sprung easily, and hold anything from a weasel to a raccoon. It is sure, as it kills immediately, giving them no chance to escape by twisting or gnawing off their legs. It is not so quickly made and set as a steel trap, and never gives "Sneakums" inducements to approach it for future use.

After the trap is set, place bark or something suitable between the stakes above the drop and cover top of pen so as to compel the animal to enter in front, and at the same time ward off snow and sleet from interfering with its workings. Weight the drop pole on either side of pen by placing on chunks of wood or stone.

There are several ways to set deadfalls, as different triggers are used. The manner in con-
structuring these traps is varied somewhat in the different sections. The illustration shown here is of a trap that is used to a considerable extent in all parts of America. The trapper for marten in the far North, the opossum trapper of West Virginia, Kentucky and Missouri, the skunk trapper of the New England States and the mink trapper of the West have all used this trap with success. It is for the hundreds of young and inexperienced trappers that the deadfall is shown here. The trigger as shown, that is the one extending back into the pen, is all one piece. This trigger is usually cut from a bush and often requires some time to find one suited. If you intend to build a few traps of this kind it is well to be on the lookout in advance for suitable triggers. This trap is set with only two triggers, the one with the straight part extending back into the pen and the prong on which the "fall" is resting and the other trigger is driven into the ground so that it is only a little higher than the under log of the trap. This trap can be set with the triggers known as figure 4 if preferred. Coon, mink, opossum, skunk and marten are usually not hard to catch in deadfalls, although now and then an animal for some reason is extremely hard to catch. In building deadfalls it is best to split the
end of the pole fartherest from the pen or bait and drive the stake there. This will hold the upper or "fall" pole solid, so that there will be no danger of its turning of its own weight and falling.

* * *

I enclose plan and description of a deadfall I have used with success on skunk and other fur animals, writes a trapper from New York State. Never having seen anything like it described I thought it might be a help to those using these traps. During November and December, 1897, I caught 11 skunk in one deadfall like this one.

Stakes are driven in the ground to form the pen same as on figure 4 or other deadfall, but no
How TO Set.

101 brush or sticks should be kiid on top of pen as it would prevent the vertical stick from lifting up. A small log or board with stones on may be laid on pole for more weight. The pole may be from ten to fifteen feet long and about three inches in diameter. IVA 18 inches or more out of the ground and one-half inch in diameter; B 20 inches, X one-half inch; C about 16 X f inches; D 20 X f inches; E same as AxV only not crotch; F 1/4 inch. Iope long enough to go around pole and over B and tie around C. D should be from 1 to 3 inches above ground according to what is being trapped. Bait should be laid on ground or fastened to stake near middle of pen.
If you have determined upon your trapping ground it is best to build your traps in advance of the trapping season, so that they will become old and weather beaten. This, of course, is not necessary for traps on small streams, but is essential for the position of the spring or the hunting grounds somewhere nearby. It is the custom to visit traps, deadfalls or live and check their position in relation of the trapping season. There may be reasons for building at this time, to allow the spring to become warm and active and game to move in proportion. Some of the best ground for trapping is in well used but old logging country.

These objections are chiefly on the ground that the number used of traps is small and that a reasonable place is available. It is obvious that the more you work the more you will catch. The better the place, the more you will find there. More game will be caught on the better hunting ground. In short, it is better to use your experience but the earning. Of course, it is better to work less desirable places. There are many cases where it is better to work less desirable places.
When to Build.

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The other materials used in building traps are

pending of course upon how convenient he finds the pole to make the fall. The other materials used are usually easy to find in nature. There is plenty of material that is easily

convenient and necessary, though they are usually to be found on certain family farms. These materials include wood, which is helpful in making, trapping, and other

activities such as the opening of the trapping season. Columns add to the value of the site. There is a certain number of deadfalls who are very capable of these wooden snares, but few are capable of making the traps

expected. When building, these include leaves and

When it is stated that you will perhaps do as well at home as elsewhere, this, of course, depends upon where you are located, how many trappers there are in your section, etc. If there

is but little to be caught there are bound to be more traps, but everyone has their limitations in regard to

aeons. In the southern sections of our country, one has found less

trapping. As in March 15, all others in the North

in the northern sections of our country. In the southern sections, one can find less

which to work longer and on the northern enough

water to winterize. These are not always

The trapper who stays near home has the advantage of knowing the territory. It is pow-
Deadfalls and snares.

To visit a strange section, although a good trapping locality, lie would not do so well as if he were acquainted with the locality and knew the locations of the best dens. Then again his expenses are heavier if he goes into a strange section, yet if there is but a little game near your home, and you are going to make a business of trapping, go and look up a good trapping section. Under these conditions it is best for two or three to go together. There is no necessity of carrying but little baggage other than your gun, for at the season of the year that prospecting is done there is little difficulty in killing enough game to live on. After you have once found a good trapping section, and built your cabin, deadfalls and snares, you can go there fall after fall with your line of steel traps, resetting your deadfalls with but little repairs for years. You will also become better acquainted with the territory each season and will make larger catches.

Do not think that you have caught all the game the first season, for generally upon your return the next fall you will find signs of game as numerous as ever.

In locating new trapping grounds, if two or three are together and it is a busy time in September, let one of the party go in advance prospecting. This will save much valuable time.
When to Build.

Avlien, you make the start for the fall and winter trapping campaign. It will pay you to know where you are going before you make the final start.
CHAPTER XII.
WHERE TO BUILD.

In determining where to set deadfalls or locate snares if you will keep in mind the dens where you have caught fur-bearing animals, or tracks which have often been seen in the snow or mud, and build your traps and snares at or near such places you are sure not to go astray.

The location, of course, depends largely upon what kind of game you are trying to catch. If mink or coon, there is no better place than along streams where there are dens. If there should be a small branch leading off from the main stream, at the mouth of this is often a good place to locate a trap. It should not be too near the Avater as a rise would damage or perhaps float off at least part of your trap. Sometimes farther up this small branch there may be plenty of dens, and at such places it perhaps will pay to build two or three traps.

In cleared fields, woods or thickets skunk are usually found.

Sometimes I have found a mink or coon along a stream. An old canal or ditch is often the best place to build a trap. If there is no stream, a good place is always near a hill, knoll or bank. If there are trees to choose from the best is usually along a slight rise.

Sometimes I have found a mink along the side of a road. At such places it will pay to build traps.

On these points always build a trap, and then get the idea of what you are trying to catch.
where to Hunt

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General anywhere that seems to show you can trap a large. While, ye it may, the thinly settled districts run the best trapping prospects, and where, sport and no-taxed fees are not enough to supply: some in settled sections. While everywhere, some traps may need to be placed to indicate where they are expected to go. It is a dangerous and unnecessary task. You start early in the morning or early in the evening, and if you are near the district where the animals are expected to be, you have the best chance. The animals, such as skunk, raccoon, opossum, etc., are likely to be congregated at dawn.

The best place you may find is where there are some hidden foxes, and where there is a stream of water. While the animals in the area are likely to be near the water, it is best to place your traps near the water. They may be placed in some numbers that are equals or near places. Be sure to get good, strong traps. If a trap is weak, the animal may escape. These traps are often placed at the place where the animals are likely to lay down.
Deadfalls and Snares.

Where it was raised, and you get timber you see, by going only ten miles away you may catch animals that really live twenty. Just how far a mink may travel up or down a creek or river I do not know, but it is certain that they go many miles and traps may make a catch of a mink that lives many, many miles away. Of course along small streams they may not go so far. Often, however, they continue their travels from one stream to another. If you are an expert trapper you can very easily detect, if you are in a good locality, especially if in the fall—September and October. These are the two months when the most prospecting is done. Going along streams at this season tracks are plainly seen and in the forests at dens signs, such as hair, bones and dung. Often you will come upon signs where some bird has been devoured and you know that some animal has been in the locality. Old trappers readily detect all these signs and new ones can learn by experience. It is not absolutely necessary to build traps at or near dens. Some years ago, I remember when doing considerable trapping in Southern Ohio, I came upon a deadfall built near a small stream that ran thru a woods. I looked around for dens, but saw none. Why this trap had been built there was a puzzle to me. One day I hap-
pened upon the owner of the trap and asked him what he expected to catch in that trap. He pointed to a bush some rods distant in which hung the carcasses of two opossum and one coon—caught in the trap. While there were no dens near, it was a favorite place for animals to cross or else they came there for water. This same trap was the means of this old trapper taking two or three animals each winter, while other traps at dens near caught less. There is much in knowing where to set traps, but keep your eyes open for signs and you will learn where to build traps and set snares sooner or later.

Yes, boys, the deadfall is a splendid trap if made right, says an Arkansas trapper. I will tell you how to make one that will catch every mink and coon that runs the creek. Take a pole four feet long and four inches through, next get a log six inches through and eight feet long. Use eight stakes and two switches. Use the figure four trigger, but the notches are cut different. Both of the notches are cut on the top side of the long trigger and a notch cut in the upright trigger and down the long trigger. The paddle part is sixteen inches long. When the trap is set the paddle wants to be level and one-half inch higher than small logs, then

[The rest of the text is not legible due to the quality of the image.]
Where to Build.

It always is essential that a paddle stick be well made and long enough for efficient work. A paddle should be made of strong wood, such as the canoe beaver, which is hard and strong. The paddle should have a good, strong trigger, and the blade should be wide enough and strong enough to keep the paddle from hitting the bark on side logs.

Next is where to set. If along a creek, find a place where the water is within three feet of the bank, set your trap up and down the creek at edge of water, dam up from back end of paddle to bank with brush or briars, then from front end into water three or four feet. You will find the upright trigger has to be a good deal longer than the notch trigger. You can use round triggers if you want by nailing a shingle five inches wide on the long trigger stick. Be sure and have your paddle muddy if setting along creeks. You want to put a little stone back behind second paddle, so when the trap falls it will not burst paddle. Now you have a trap easy made and sure to catch any animal that steps on paddle, which is five inches wide and sixteen long. You don't need any bait, but you can use bait by throwing it under paddle. This trap is hard to beat for small same.

I make a deadfall that sets without bait, writes an Illinois trapper. It is made like any other only different triggers. Set it across, over or in front of den or remove a rail and set it in the corner of a fence where game goes through.
Deadfalls and Snares.

Use thread in dry weather, fine wire for wet. Two loops for bottom is better than one; make trijgers big enough to suit the animal you wish to catch; if he hits the string or wire he is yours.
CHAPTER XIII
THE PROPER BAIT

Bait is sometimes difficult to get, but usually
the trapper will get enough with his gun and
steel traps. The best is none of shot and
cochineal, when well dried. In place of these,
the author has observed when the bait is taken
off the place where it was hung up in
premises, and afterward it will attract
animals and other animals. There are two
objects in hanging up bait:
First, other animals coming along are apt
to eat them and not visit your deadfall;
second, should you run out of bait you can
get a piece from the animal hanging up, bait
your trap and go to the next. While bait of
this kind is not recommended, sometimes it
comes to this or nothing. Fresh bait is
what is wanted at all times, yet the trapper
cannot always get what he knows is best and
consequently must do the next best; perhaps
by his next visit he has bait in abundance.

The writer has known trappers to use a piece
of skunk, opossum, muskrat, coon, etc., that
had been caught some weeks before and hung
up in a sapling where it froze and on the next
visit the list...
Deadfalls and snares. This shows that when an animal is very hungry it is not very particular what it eats.

In the early fall while food of all kinds is easy to find, any animal is harder to entice to bait and at this season bait should be fresh if the trapper expects to make profitable catches. The trapper should always carry a gun, pistol or good revolver with which to help kill game to supply bait for his traps. Steel traps set along the line will also help to keep the supply of bait up at all times.

If you are successful in securing a great deal of bait, more than will be used on that round, you will find it an excellent idea to leave some at certain places where it can be secured on the next round should it be needed. Bait may consist of any tough bit of meat, but rabbit is an excellent bait. Quail or almost any bird is good. Chicken also makes good bait. Squirrel is all right. For mink, fish is excellent. Nice, frogs and muskrat can all be used. Remember that the fresher and bloodier the bait the better—animals will scent it much quicker. They are also fonder of fresh bait than that which has been killed for days or weeks as the case may be.

In baiting it is important to see that the bait is on secure. It is a good idea to tie it on with...
The Proper Bait.

1. Strong thread or small cord. The amount of bait to put on a single trap is not so important. Most trappers use a baited line by tying a raw edge into the bait, the best results are obtained when the bait is cut in half. If the raw edge makes bait, it can be used on two traps.

2. The simplest way to put on the bait is to stick the end of the hook in a piece of cloth or a large piece of meat. The securing of bait on the trigger is an important thing. If the bait is not on securely and the trap is hard to get off, the animal may devour the bait. If the trigger is only sticking loosely, it is easy for an animal to steal the bait.

3. The bait should extend back into the pen about a foot and the pen should be constructed so that the bait touches nowhere but on the trigger. The animal in eating the bait usually stands with its forefeet upon the underpole, or just over it. In this condition it can readily be seen, that if its gnawing at the bait twists the trigger off the upright prop what the consequences will be— the animal will be caught across the back. An animal standing in the
Deadfalls and Snares.

Position just described win naturally pull down somewhat on the bait and in its earn to get the bait pulls and twists the spindle, or trigger, off the upright prop. It is a good idea to try the trigger. Place it under the trigger mechanism that has been just described so you would set them when needed. Good thing your old hand have always now been taught to set the triggers and then check with each particular. Please to mind your business and work your figuring and careful. There are no mistakes that can put a successful trigger.
CHAPTER XIV.

TRAPS KNOCKED OFF.

If you find that your traps are "down" each time you visit them and the bait gone, the pen is perhaps too large and the animal, if a small one, is getting inside to devour the bait. Animals usually stand with fore feet upon lower log and reach into pen after bait, but at times they have been known to go inside. In this case the pens are to be dug or opened up upon the "fall" magnesium that is the animal to go inside or to. At such in the case, that is, the animal may be inside the pen, the trigger will be caught under the fall and the trigger knows that whenever in approaching the trap is closed or from the inside. All that the trigger has to do is to become the sight of the pen. When you are sure of whether you may open or shut it, place your knife in the middle of the pen and cut away, taking care not to cut the tail. As the cutting approaches you are required.

If, on the other hand, the trigger, that is the long one on spindle, or the short prop, is pulled and made some and offered the animal several feet, the prop is cut off (hand as "safe") and should be removed. If the prop, or upright piece, is out square across the pen, take your blade and round
Deadfalls and Snares.

off the edges so that the trigger will slip off easier. Again the pen may be torn down and the animal takes bait from the rear. Here is where it pays to build 'traps substantial. In such cases rebuild the pen, making it stronger. Should it be torn down on subsequent visits, the game is perhaps a fox. Of course if the pen has been torn down by some trapper or passing hunter, you can readily detect same by the manner in which it has been done. If the trapper is satisfied that it is an animal that is doing the mischief, he wants to plan carefully, and if he is an expert trapper, a steel trap or two will come into good play and the animal will be caught in the steel trap. The pen will not be torn down again.

When traps are down note carefully the condition that they are in; see that the "fall" fits on the lower pole closely, and by the way, when building this is an important thing to notice — that the fall fits snugly on the lower or under pole. If a snare or spring pole is up but nothing caught, simply reset. Should many snares be up "thrown" and no catches, the trouble should be located at once. The noose is probably too large or small or made of limber or too stiff string or wire, or maybe it is too securely fastened. When resetting, note all these carefully and experience...
and enable you to set the right trap to make a catch. If a certain snare is continually bothered, it will do no harm to set a steel trap where you think the chances best of taking the animals. It matters little to the trapper how the animal is caught, as it is his pelt that is wanted.

In using the trip triggers with or without bait, the trapper should fasten the bait by either driving a peg through it and into the ground or tying. In most instances the animal will throw the trap before getting to the bait, but it is well to take this precaution in case, for any reason, the animal should not step on the trip trigger at first. Sometimes a small animal may jump over the trip trigger to reach the bait, but it is well to take this precaution in case. For any reason, the animal should not step on the trip trigger at first.

In using a small animal may jump over the trip trigger to reach the bait, but it is well to take this precaution in case. For any reason, the animal should not step on the trip trigger at first. Generally, they step or jump over the trigger, but if the animal is "on the job," it will step on the trigger or step on the trip trigger if at a trail or runway when passing along.
While the deadfall is good for most mammals there is no one trap that fills all requirements and in all places, since animals may be of available traps may be scarce in places where they are needed. The snare is clearly and strongly constructed. It should be made from three strands of wire—two small and one large. The small should be used from the bottom, and the large from the top. At the construction of this trap be pay attention to make sure that the wire is strong enough to support the weight of the animal. The bait should be placed at the entrance of the trap, and if there is no bait place a stake a foot from the entrance of the trap.

The snare is made by building a round fence in a place where plenty of small trees are growing. The size of the fence can vary, but it should be large enough to catch the animal. The bait should be placed at the entrance of the trap, as well as the spring pole. This trap will take small game such as mink, opossum, skunk, etc., or can be made large and strong enough to catch mountain lion or black bear.
Select two about four inches apart for noose and snare entrance, and another long springy one for spring pole 6 or 7 feet long, bend this down and trim it. Have a noose made of limber wire or strong string and a cross piece. Having cut
notches in the sides of the trees for the same to fit, have it to spring easy. For snaring rabbits have the fence quite high.

Observe the above description and you can readily make. No. 1 is the noose, No. 2 is spring pole, No. 3 fence, No. 4 bait. This snare already explained can be made any time in the year while the dead fall can only be constructed when the ground isn't frozen.

* * *

The snares can be either made of twine or wire. Many fox and lynx snare trappers in the North use small brass wire.
Snares work well in cold weather and if properly constructed are pretty sure catchers. A — Spring pole. B — Staple, C — Two small nails driven in tree, (Three wire and twine snare. 1 inch nail head, end down, with snare looped at each end with a foot of slack between. As soon as the three inch nail is pulled down, it will slip past the nail at top end, when spring pole will instantly take up the slack, also the fox, to staple and does its work, E — Slack line or wire.
F—Loop should be 7 inches in diameter and bottom of loop ten inches from the ground.

Remarks—The nails should be driven above staple so it will pull straight down to release the snare fastening.

A great many foxes have been caught in this country by the plan of the drawing outlined,

writes J. C. Hunter, of Canada. A—the snare, should be made of rabbit wire, four or five strand twisted together. Should be long enough to make a loop about seven inches in diameter when set. Bottom side of snare should be about six inches from the ground. E—is a little stick, sharp at one end and split at the other, to stick in the ground and slip bottom of snare in split end, to hold snare steady.

B—is catch to hold down spring pole. C—is stake. D—is spring pole. Some bend down a sapling for a spring pole, but we think the best
A snare should be set on a summer sheep path, where it goes through the bushes.

The setting of a snare is done as follows. A good sound tamarac or another pole is selected to form the snare. The butt end of this pole is used for the trigger. The other end of the pole is driven down into the ground. A small crotch or branch is selected to balance the pole. The setting of the snare must be done so that it is not too tight or too loose. The snare should be set on a path where it will be least likely to be disturbed. It should be set so that the path is not blocked or obstructed.

A good sound tamarac or another pole fifteen or twenty feet long is used for the tosser. The butt end of this must be five or six inches in diameter and the small end about three inches. A tree with a crotch in it is then selected to balance the pole.
Deadfalls and Snares.

Upon failing to find such a tree in the proper place, an artificial fork is made by crossing two stout young birch or tamarac, firmly planted in the ground, and the two upper points tied together six or ten inches from the top. The balancing or tossing pole is lodged in this fork so that the part towards the butt would out-weight a bear of two or three hundred pounds suspended from the small end.

Next a stout little birch or spruce is selected and a section of three or four cut off. From this all the branches are removed, except one, the small end is pointed and driven deep into the ground a few inches at one side of the bear road. The snare is made of three twisted strands of eighteen thread cod line and is firmly tied to the tossing pole. A few dried branches are stuck in the ground each side of the path, the pole is depressed so the very end is caught under the twig on the stick driven in the ground for that purpose and the noose is stiffened by rubbing balsam branches which leave enough gum to make it hold its shape. The noose is kept in the proper position (the bottom being about sixteen inches above the road and the diameter being about eleven inches by shreds of dry grass looped to it and the ends let into a gash on sticks at each side, put there for that purpose. No green branches are used in
the hedge about the road because this would make the bear suspicious. The writer is not complete and the hunter stands back and Examines it critically. His last act is to rub some beaver castor on the trunk of some tree standing near the road, ten or twelve feet from the snare. This is done on another tree on the opposite side of the road.

Bears are attracted by the smell of the castor and rub themselves against the tree in the same way as a dog rubs on carrion. When finished rubbing on one tree he goes to get at the fresh one on the other side of the snare. He finds the snare tightened up on the tree and proceeds; this makes the end of the tossing pole swing up and the hunter dashes more sticks around the pole and old bear.

My way, according to a Massachusetts trapper, to trap skunks without scenting, and it is successful, is to set a trap. The top of the pole is bent down and the end of a long pole placed under the end of a log.
Deadfalls and Snares.

Put a flat rock or rock on the opposite side of the hole so it can easily be dislodged by an animal, going in or out of the burrow. The snare or noose is attached directly over the center of the burrows at the bottom of the noose should be an inch and a half or two inches from the ground to allow the animal's feet to pass under it and his pointed nose to go thru the center. Set the noose as closely over the entrance of the hole (possible and one or two carefully arrangedtwigs will keep it in place. Strong twine is better for the noose than large cord as the skunk is less likely to notice it when a skunk passes in or out of the hole the noose becomes tightened about his neck and slight pull releases the spring pole which strangles him. While this may seem an elaborate description of so simple a trap, still, like any other trap, set in a careless, half-hearted manner, it will meet with indifferent success and, though the snare, with a little thought and ingenuity can be applied in almost any situation for the capture of small game.
Many of the boys, writes an Indiana trapper,
have come forth with their particular
baited snares and methods of trapping,
all of which I believe are good,
but most of them require to be
baited, which is one bad feature
as applied to certain districts,
for such has been my experience
that in many localities
it is utterly impossible
to get animals to take
bait. This snare may
be used as a blind
or set with
bait as your
trapping
grounds,
or rather
the animals,
may require.
It is very inexpensive
and so simple
any boy can
make it.
First get
a strip of
iron one-eighth
inch thick,
three-eighths
or one-half
wide.
Cut it in
nine inch
lengths
and bend
in the
shape of
Fig. 2,
having
drilled
a one-fourth
inch hole
in either
end.
Next secure
some light
sheet
iron,
or heavy
tin,
cut in pieces
2\(\frac{1}{2}\) inches
by 5 inches
for the
pan,
and drill
a one-fourth
inch hole
in center
of same
as shown
in Fig. 3.
It is now
a very easy
matter to
rivet the
pan or
Fig. 3
to Fig. 2.
This done,
take some
20 penny
spikes
and cut
off the
heads
as per
Fig. 1.
Now brass,
or preferably
copper
wire,
can be
used to
bend the
snares.

[Diagram not visible]
130
had our spools at most, any hardware store, which
he used for the loops, as it is the same wire used
usually placed to hold part of the weight. The
hardware is to be made on account of sizes, as the
hiker can measure a little more than these and, as
could never give quite other in long the amount, but at
the three sizes of the spools.

These should be placed in the runs of the
animals, under a branch of either species, not to
be long, or it will be broken in the branches of
their feeding place. After an inset into the
ends of the branches, the wire is to be driven in, by
the help of

Now take No. 2 with the headless spikes
and drive it into the ground a few inches from the
base of the tree. If you can find a tree in a
favorable spot on their runs, take one of your
headless spikes and drive it into the base of
the tree a few inches from the ground. Now
take No. 2 with the pan riveted thereon
and hook bent and over spike, driving spike
into tree until pan is level and until there
is just enough to hook loop of wire over
head of spike. (See the illustration.)

Dig out under pan so same can fall when
stepped upon. Then secure a rock or chunk of
sufficient weight and fasten to other end of
wire. Throw this over limb of tree and hook
loop over head of spike, having first put No. 2
in place. Put one loop on one side of the
pan and the other loop on the other
side, so that an animal coming either
way will step upon the pan to his
sorrow. This done, drive a
staple in tree over

Deadfalls and Snares.

Having covered everything up with the natural surroundings and left no signs, you may claim the first furrier that happens that way and he will be waiting for you. This snare may...
Trail, Set, Snare.

Also be used with the ordinary spring-pole by driving spike in a stake, then the stake in the ground, in which case it is best to make the usual V-shaped pen with stakes or stones, covering same over at top and setting so the pan will be right in the mouth of the pen and the single loop just between your stake and pole. In this way they should enter the pan and brush along over this trap.

You find this snare easily thrown. They will cost you only a few cents, and many men can make fifty or more hundred at some small cost per hour worked.

In many ways the snare is especially fine for lynx. Here in Western Ontario, says a well-known trapper, where the lynx seldom take bait, they may be taken quite easily by snares and not nearly always by other traps. Fig. 1 shows a wire snare set on such a trail. I go about it in the following manner: Having found a suitable place along the edge of some swamp or alder thicket, I cut a spruce or a balsam tree, about ten or twelve feet long, and throw it across the trail. I press the tree down until the stem of the tree is about twenty inches above the trail, and make an opening in the trail by cutting a few of the branches away on the underside of the trail. Then I set
TRAIL SET SNARES.
a couple of dead stakes on each side so as to leave the opening about ten inches wide and hang my snare between these stakes and directly under the stem of the tree.

The snare should be about nine inches in diameter and should be fastened securely to the tree. It should also be fastened lightly to the stakes on either side, so it will not spring out of shape. The best way is to make a little split in the side of each stake, and fasten the snare with a very small twig stuck in the split stake.

I make the snares of rabbit wire, about four or five plies thick, twisted. Some trappers prefer to use a cord. The dark colored codfish line is best, and it is best to use a spring pole snare, and Fig. 3 shows the method of tying and fastening to the stakes. It will be seen that when the lynx passes his head through the snare he only needs to give a slight pull to open the slip knot and release the spring pole.

To prevent the rabbits from biting a cord snare, rub it well with the dropping of the lynx or fox, and also, never use any green wood other than spruce or balsam, as any fresh green wood is sure to attract the rabbits. You may also put a small piece of beaver castor along the trail on each side of the snare, and you will be more sure of the lynx, as beaver castor is very attractive to these big cats.
We will now proceed to make another spring pole snare, altho the one described before is more practical, says a Colorado trapper. It is made like the preceding one except the trigger, etc. This one is to be used on a runway without any bait whatever. The illustration shows

the trigger as it appears in the runway. No. 1 is the trip stick; No. 2, the stay crotch; No. 3, the trigger; No. 4, the loop; No. 5, the pathway, and No. 6, the stay wire.

The animal in coming on down the path (5) passes its body or neck thru the loop made of stout soft insulated wire (4); in passing it steps
Trail, set, snare.

1. On the trip stick (1), which settles with the animal's weight, releasing the trigger (3) which in turn releases the stay wire (6) and jerks the loop (4) around the animal; the spring pole onto which the stay wire is attached lifts your game up into the air, choking it to death and placing it out of reach of other animals that would otherwise destroy your fur.

A small notch cut in the stay crotch where the end of the trip stick rests will insure the trigger to be released. This will hold the trip stick firm at the end, making it move only at the end where the animal steps.
This snare I consider good for such animals as will take bait. (See page 141.)

No. 1 and 2, headless wire nails driven horizontally into tree about ten inches from ground.

No. 3, a No. 10 or 12 wire nail with head used to catch under No. 1 and 2.

No. 4, bait stick or trigger. No. 3 passes through No. 4.

No. 5, bait, frog tied to bottom of No. 4.

No. 6's snare, fastened to No. 3 by two half hitches, then fastened to No. 3 by two half hitches, then fastened to seven or spring pole.

No. 7, spring pole.

Nos. 8, 8, small stakes driven in ground to form a pen.

Nos. 9, 1), two small twigs split at top to hold snare loop in place.

No. 3 goes through a gimlet hole in No. 4. About three inches from the top use any small round stick from 1 to 1 inch in thickness, not necessary to flatten No. 4 as in illustration. Use it natural bark on.

From hole in No. 4 to bottom end should be about 7 inches.
Rat Runway Snare.

Underground Rat Runway.

Runway and Cubby Set.

Log Set Snare.

Cow Path Snare.
Snare loop about 6 inches in front of bait, held in place by 9, 9, slightly leaning against 8, 8.

It can be plainly seen that if an animal takes No. 5 in its jaws and tries to remove it, it moves out the bottom of No. 4, moving forward No. 3 until, flip! up she goes. The top of No. 4 must be tight against the tree when set.

No. 3 should just catch under No. 1 and 2, then it takes but ½ inch to pull on bait to spring it. Bait with frogs, fish, tainted meat for skunk, and pieces of rabbit, muskrat or bird, for mink.

The lynx, like the wolverine, is not afraid of a snowshoe track, and will follow a line of rabbit snare for long distances, and when he sees a bunny hanging up, he, without the least compunction, appropriates it to himself, by right of discovery.

When he does this once he will come again
and the Indian hunter, knowing this, at once sets a snare for "Mister Cat." Sometimes when the thief has left a portion of the rabbit, a branch house is built up against the trunk of some tree, the remains of the rabbit placed at the back and the snare set at the doorway.

A stout birch stick is cut about three or four
Deadfalls and Snares.

The snare is tied to a forked stick about two and a half feet high. In the middle of this to support the end of the short end, No. 2 is nailed, to give the twist, and the forked stick at the other end of the same height. This is supported by reaching between branches up and also at the fork of the other one on the same plane. The loop to hold the pledge, the stock with the branches at each side by a light spool of wood or fibre of grass and it is made of small grass with gummed upright under the same in gummed No. 9 thread, leaving a length.

The loop is almost as large as for a bear and as high from the ground, if not higher. The lynx has long legs and carries his head straight in front of him and takes a snare by pushing, never crouching and then springing.

As the amount of country is a young growth of rabbits, there are also lynx in the greatest numbers. Bandits and poachers were about every foot. When the Indians enter a new place of residence, in our Indian manner to surround the house and family and some places of trade, to keep away the foxes of Indian and in our country, which is a whole, we hope the game laws to prevent all of the small. Some to Indian are more successful, in the hunting, and No. 9 thread.
The snare is made like any other snare, to catch vermin; and it could be used in a trap. As soon as the noose tighten, the snare is lowered, and the cat springs to one side. The stick, however,raham good, is always left hanging in his legs. The lynx will sometimes change, and with the same result, the hunter cannot get rid of the snare. About the last effort he makes to free himself is to ascend a tree. This, however, is nearly always fatal, for after he gets up a certain distance, the hunter's stick is sure to get fast stuck in some limb. The lynx, by this time, having become a pretty cross cat, made matters worse and the hunter finds him swinging about, in various ways, in those days from the neck.
CHAPTER XVI

THE BOX TRAP.

This trap is used for several purposes. The box trap is usually put to various uses. The beginner usually has one or two with which he traps for rabbits. In fact they are great for that, for the animal is not injured, which is often the case when shot or caught by dogs. Rabbits caught in box traps are therefore the best for eating.

The trapper who wants to secure fur-bearers alive to sell to parks, menageries or to start a "fur ranch" usually uses the box trap.

The size for rabbits is about 30 inches long by 5 wide and 6 high. The boards can be of any kind but pine, poplar, etc., being light is much used. The boards need only be a half inch thick.

To make a trap you will need four pieces 30 inches long; two of these for the sides should be six inches wide; the other two for top and bottom should be 5 inches. These pieces should be nailed on the top and bottom of the sides. This will make the inside of the trap six inches high by four wide. It is best to have your trap narrow so that the animal you are trapping cannot turn in the trap.
In one end of the trap wires or small iron rods should be placed (see illustration). These should be about an inch apart. In the other end the door is constructed. This can be made out of wire also. The bottom of door should strike about eight inches inside. It will be seen that an animal pushing against the door, from the outside, raises it, but once on the inside the more they push against it the tighter it becomes.

The trap can be set at holes where game is known to be, or can be placed where game frequents and baited. If bait is used place a little prop under the door and place bait back in trap a foot or more. Bait to use of course depending upon what you are trapping.

The trap described is about right size for the common rabbit and mink. For skunk and opossum a trap a little larger will be required.

For mink and other animals that are gnaw-
Deadfalls and Snares.

ers the traps should be visited daily. If impossible to visit daily they should be lined with tin.

In many places these traps, with a door at each end, are used for snaring muskrat. They are set in their dens under water and either tied or weighted down. The rats are caught either going in or going out.

To catch muskrat the beginning is to make them too wide so the animal can turn within. This is a mistake for it gives the game more freedom and room to gnaw to liberty. The animal simply goes in and is there until the trapper comes along and removes the game without opening the trapper knows how to do about it.

The trap should be handled carefully. Have in water sufficiently deep to cover the trap and play of sink and keep either weight the keep on holding even until the animal is drowned.

The box trap is a humane trap if visited daily. Have in water sufficiently deep to cover the trap and play of sink and keep either weight the keep on holding even until the animal is drowned.

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Some sections of deadfall cannot be had for the benefit of snch, a wooden trap, three feet long and six inches wide, is a good manner to take muskrat, writes a Western trapper. The boards can be cut out of any old lumber. In each end is a wire door, hung on hinges at the top. These doors rise at the slightest push on the outside, but will not open from the inside. The trap is sunk in the water at the entrance to the den and is fastened there. A muskrat in entering or leaving the den is sure to enter the trap. The animal, of course, could gnaw out, but will drown before it has time to accomplish this.

Several rats are often taken, where they are numerous, in a night. Traps of this kind can be used to best advantage in lakes and ponds or where the heighth of the stream does not vary much. If they are set along creeks and rivers you want to fasten them securely or take them up before heavy rains, as they are almost sure to be washed away.

I was an a recent number of "Sportsman" where an old hand said how to take muskrat with box traps. He said to take four boards 30 inches long, nail together leaving both ends open. Next, a small...
Deadfalls and Snares.

A deadfall is set at the opening of the trap门外. A square piece of wood supplied with a few stiff wires is then pivoted inside each opening so as to work freely and fall easily when raised. The bait is fastened inside the center of the box. The animal in quest of the bait finds an easy entrance, as the wires lift at slight pressure, but the exit after the gate has closed is so difficult that escape is almost beyond question. To insure further strength it is advisable to connect the lower ends of the wires by a cross piece of fine wire twisted about each.

If you have good luck you can catch two and three in this trap each night. Set in two or three inches of water where muskrat frequents, or set in skunk dens.
CHAPTER XIX.

THE COOP TRAP.

This trap is used with great success for catching wild turkeys, pheasants, quail and other feathered game. In some states the use is forbidden by law, while in others their use is regulated by law.

The coop is made like an enclosure with rails. A ditch is dug about a foot wide, and the coop is drawn into this ditch. A few rails and some straight poles are then used to make the coop. The coop must be drawn with a rope from the top to the bottom (see illustration). The top must be covered and weighted. A corn or other grain is scattered on the outside and in the trench leading into the coop. On the inside considerable should be scattered in the leaves and small but short twigs. The turkeys once on the inside will eat the grain and scratch among the leaves which generally partly fill the trench and as the birds are usually looking up, when not eating, they do not think of the trench which leads into the coop.

The coop is used with great success for catching wild turkeys, pheasants, quail and other feathered game. In some states the use is forbidden by law, while in others their use is regulated by law.
The same trap will catch quail, but of course is built much smaller. About three feet square being large enough and a foot high is sufficient. Some have built quail coops out of cornstalks and report catches.

The quail coop should have the ditch leading to the inside the same as described for turkey.

Of course the ditch should be much smaller—only large enough for one bird to enter at a time. On the inside of coop it is a good idea to lay a board six inches or wider over the ditch. The bait should be wheat or other small grain or seeds that the birds like. Scatter thinly on the outside and in the trench, but on the inside
The Coop Trap. Place more liberal.

Chaff or leaves should be placed on the inside so that the birds, when scratching for the grain, will partly fill up the hole through which they came.

Quail, turkey and other feathered game once on the inside and after eating the bait never think of going down into the ditch and out, but walk round and round the coop looking through the chinks and trying to escape.

The largest catches are made by baiting where the birds frequent for some days or even weeks before trying to make a catch. It is well to make the coop long in advance so that the birds will be accustomed to it. Some traps with long coops are excellent.

These traps have been always found to kill the birds of spring, but many traps fail because the plants are not in bloom and the birds are not hungry.
CHAPTER XV.
THE PIT TRAP.

This method of catching game and fur bearing animals is not much used on the account of the labor in preparing a pit trap, yet it is excellent.

The pit trap, however, is not advisable when we are after the larger animals, especially when they are wanted for parks, menageries, etc., uninjured.

The pit should be prepared and bait placed on it in as quiet a manner as possible. The bait should be placed on the ground, or in the leaves, and the dirt should be removed in baskets.

The pit should be covered with leaves, twigs, or whatever is at hand.

Catches are made by digging a pit across animal runways or trails. When the ground is not frozen or during rainy weather it is well to place a board several inches wide at the top. The animal in going over its usual trail steps upon the frail covering and falls thru.

While the pit trap is mostly used for capturing large game, it can be used to advantage for taking many of the smaller fur bearers.

Where muskrats are numerous, instead of}
digging a pit, secure a box about three feet deep. The width and length make no difference. Place a few flat rocks in the bottom and place in the water where rats frequent. Make the box solid. The box must be water tight. The weight should bring the top of box to within a few inches of water. A couple of boards or chunks should be so placed that the rats will climb up them and to the box along the edge of which the bait is placed.

The pit trap can be used where skunk and other animals frequent. Bait the place for some days before the pit is dug.

If the pit is to be used without bait, then find the runways of the animal and dig the pit. While some animals may not be shy, if a little fresh dirt is lying around, yet it is best to be very careful and carry all earth taken out of
Deadfalls and Sxarls. Pits of this kind should be several feet deep. The success the hunter or trapper has in using this method will depend largely upon his knowledge of the game he is after. Unless the animal or animals are wanted alive, the work to make a pit is too great and the chances of a catch never certain. This way is not practicable under ordinary circumstances, yet where the game is wanted alive and sound, is worth trying.
CHAPTER XXI.
NUMBER OF TRAPS.

In some localities there are not many dens
and consequently not many traps are needed
when trapping. In other places the trapper
may use all the traps at his disposal in the
same season. In states where groundhogs
(woodchucks) are numerous there are often
hundreds or more dens along a single bluff
or rocky bank. In states where groundhogs
are not as numerous the dens are more
sparsely distributed. In such places it is not
necessary to have enough traps to trap all
the dens. As a rule it is better to have some
traps near dens and fewer traps where
there are no dens. In states where groundhogs
are not numerous the dens are more
sparsely distributed. In such places it is not
necessary to have enough traps to trap all
the dens. As a rule it is better to have some
traps near dens and fewer traps where

Deadfalls and Snares. If your journey is set properly you are reasonably sure to make a catch. In the North, Canada, Ahiska and some of the states on the Canadian border where trapping is made a business, it is no uncommon thing for one man to have as many as one hundred and fifty traps and some have twice that many, or three hundred. Marten trappers in the trackless forests often blaze out a route fifty or more miles in length, building shelters along the line where nights are spent. The trapper who only spends a few hours each day at trapping and lives in thickly settled districts will find that it is hard for him to locate suitable places perhaps for more than thirty to fifty traps, yet if these will be looked at properly during the season the catch will justify the time and labor in building. The number of deadfalls and snares that each trapper should construct in his section must largely be determined by himself, depending upon how large a territory he has to trap over without running into other trappers' grounds. It will be little use to build traps where there are other trappers as trouble will occur, traps may be torn to pieces, etc. Yet there are many good places to build traps in your immediate locality no doubt. If there are any creeks near and woods along the banks you will find good...
phases of both creek and in the woods. In places where there is no forest, the same procedure applies, although trapping may be difficult. From the fact that the trapper is hunting for something that is not there, the possibility of catching something that is not what he was hunting for does not exist. But even if all the places chosen be correct traps.

The number of deadfalls and snares that are necessary and practical to use depends on the fact that they must be set in good places and are based on experience. The trapper needs more than he had in some places where there are no trees.

In the North, many snares have much longer lines and they are kept up longer than usual. This applies when deadfalls are not likely to occur on certain days in such weather that the winter wind may blow the furs, as some of them may be lost.

Where weather is cold and the ground frozen, the deadfall and snares are usually left alone. In such weather, the winter wind may blow the furs, as some of them may be lost. If the weather is mild, the traps and snares have much more importance than usual.

In the South, the number of deadfalls and in the woods. In places where there is no forest, the same procedure applies, although trapping may be difficult. From the fact that the trapper is hunting for something that is not there, the possibility of catching something that is not what he was hunting for does not exist. But even if all the places chosen be correct traps.

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Deadfalls
and
Snares.

North
can
attend
more
deadfalls
and
snares
than
one
in
the
South
or
even
in
the
Central
States.

No
trapper
should
have
more
traps
or
longer
lines
than
he
can
properly
attend
to.
The
fur
bearing
animals
are
none
too
mimerons
without
having
them
caught
and
their
pelts
and
fur
spoiled
before
the
arrival
of
the
trapper.
CHAPTER XXII
WHEN TO TRAP.

The proper season to begin trapping is when cold weather comes. This rule may be that fur is good when the ground that has been snow-covered is hard enough to break in, but animals and birds may be caught in anything so would not be the case for the proper trap is the best suited for it. When the ground is too soft for beasts, it is best to begin trapping in the spring. April is the best month but it is not the worst. In most sections wolves, bears, skunks, muskrat, and other animals begin shedding their fur.

In the fall muskrat, bear, badger, and otter are good all thru April, but other animals began shedding weeks earlier. The rule for trappers to follow is to put off trapping in the fall until nights are frostly and the ground freezes.

Generally speaking in Canada and the more northern States trappers can begin about November 1 and should cease March 1, with the exception of water animals. In the Central and Southern States, trapping should begin in October and cease in early May. In the southern States, trapping should begin later and cease in late May. The rule for the Central and Southern States is to start and cease trapping when it is safe to do so.

The difference between the proper season to catch wild animals is great. In the colder climates they can be caught at certain times of the year, but in the warmer climates the proper season is different.
Deadfalls and Snares. Their word is law, October 25 is appointed to begin and May 25 to quit hunting and trapping with the exception of bears which are considered prime up to June 10. Remember that the dates shown are for the hunting in Saskatchewan.

The skunk is the first animal to become prime, then the marten, ermine, erin, and fox, but the latter three are not because they are larger until after a few days of snow. The red and black foxes, marten and ermine are late in producing fur as well as other wild animals, and the fur yields a good quality. So, in general, the trappers set their traps with the latter kind considered. The bear, which is usually a hard animal, is not in good fur until winter comes and not strictly prime until December or January.

With the first frosts and cool days many trappers begin setting and baiting their traps. This is to ensure to catch the prime kinds of fur before animals move to other areas. So, it is very important to set the traps early in the season to ensure the prime kinds of fur before they move to other areas. Some states have also set limits on the number of traps that can be set during these dates, as mentioned earlier in the document.
were observed at No. 1 and usually 10 or 15 cents. Then, had they been allowed to live a few weeks longer, these prices would have been No. 1 and worth, pertaining to the Ohio market. From $2.30 to $2.40 each. This would mean that if they had been allowed to live a few weeks longer, their hides would have been No. 1 and worth, according to locality, from $1.50 to $2.50 each. This early trapping is a loss to the trapper if they are not furnished with proper traps. There are only so many animals in a locality to be caught each winter and why catch them before they are prime?

In the latitudes of Southern Ohio, Indiana, Illinois, etc., the same results in the trapping of the skunk have been found. There were in these places found skunks that were harvested early, when they were not as strong and heavy a November 15th as they did become during the December days. The same is true of opossum, mink, muskrat, etc.

Skunks are one of the animals that become prime first each fall. The date that they become prime depends upon the weather. Fifteen years ago, when trapping in Southern Ohio, those skunks that were caught early in October were caught at $3.00 to $3.50 each, but those that were caught later, New Years, and were graded back, were caught at $7.00 to $8.00 each. I learned not to put out traps until November. That the weather has much to do with the trapping of skunks is shown in a few days.
Deadfalls and Snares.

If the fall is colder than usual, the furs will become prime sooner, while if the freezing weather is later, the pelts will be later in "priming up."

In the sections where weasel turn white (then called ermine by many), trappers have a good guide. When they become white, they are prime and so are most other land animals. In fact, some are fairly good a week or two before.

When a pelt is put on the stretcher and becomes blue in a few days, it is far from prime and will grade no better than Xo. 2.

If the pelt turns black, the chances are that the pelt will grade Xo. 3 or 4.

In the case of mink, when dark spots only appear on the pelt, it is not quite prime. Trappers and hunters should remember that no pelt is prime or Xo. 1 when it turns the least blue. Opossum skins seldom turn blue even if caught early — most other skins do.
CHAPTER XXIII.

THESESEASON'S CATCH.

The reason that many trappers make small catches, each season, is from the fact that they spend only an hour or so each day at trapping, while at other times business or the game dictates the winter day. The greater the time and the greater the wealth of the surrounding regions of the trapping season.

There is a fascination connected with trapping that takes one with a strange delight when one is constructing deadfalls and setting up on the rounds to see what success has brought. There is often made use of old snares, and traps, which have been of the same type and made in a similar manner.

There are some families who are known to have been caught in one deadfall at the same time. It must be a common event of these, or it has been no longer than a few years since. Whether such is an actual fact or not we are unable to say.
Deadfalls and Snares.

The cases on record where two animals have been caught are so well substantiated that there is little room left to doubt the truth of same. The catching of two animals at the same time is not such an extraordinary occurrence as many, at first, think. If two animals should come along at the same time and, smelling the bait, begin a meal, the result is easily seen.

While trapping with deadfalls is a humane way of catching fur-bearing animals, another thing in their favor is that skunk are usually killed without "perfuming" themselves, trap and trapper as well. Then, again, if once caught, there is no getting away.

Trappers in the forest always have the necessary tools, axe or heavy hatchet and knife, with which to build a deadfall, while their steel traps umy all be exhausted and none set within miles. A deadfall is built and perhaps on the trapper's return an animal is lying dead between the poles.

During extreme cold weather there is but little use to look at traps set for skunk, raccoon, etc., as they do not travel. Before a thaw or a warm spell the entire line should be gone over and all old bait removed and replaced with fresh bait.

Like many another trapper you visit...
Season's Catch.

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your traps time after time without much hunting. If the traps are not properly constructed and are spread over a wide area, you will catch considerable fur during the season.

Deadfalls and snares can be set out for miles and while they should be looked at every other day in good trapping weather, they can be neglected if the trapper cannot get around more than twice a week, without game escaping. If you visit your traps frequently there will be no loss from injury to fur. While it is true, should a small animal be caught in a heavy trap, one built for much larger game, it will be considerably flattened out, yet the skin or fur is not damaged. There is nothing to damage your catch, in most sections, unless you do not visit your traps often enough in warm weather, when they may become tainted. Most trapping is done, however, in cool weather, but occasionally there may be a warm spell when skins become tainted. If found in such condition place them upon boards or stretchers as soon as possible, and always keep them clean.

Another thing greatly to the advantage of the deadfall and snare trap is that they are not disturbed by the work of other animals, and a good deal of the work connected with maintenance, says occasional visits are necessary. Some people believe that the traps cannot catch anything if they are not visited daily, but this is not necessarily true. It depends on how accurately the traps are set, the kind of game, and the season.
Deadfalls and Snakes. Expected the deadfall or snare still securely holds the game. As all experienced trappers know, the first night of a cold spell is a splendid one for animals to travel (they seem forewarned about the weather) and a good catch is the result. If the trapper is a "weather prophet" his traps are all freshly baited and in order, for this is the time that game is on the move—often looking up new and warm dens and generally hungry.

Should the next days be cold and stormy the trapper should get over the line as promptly as possible. After once getting over the line after the "cold spell," it is not so important that traps be looked at for some days again. The successful trapper will always be on the watch of the weather. Some animals, it is true, travel during the coldest weather, but there are many that do not, so that the trapper who sees that his deadfalls are freshly baited when the signs point to warmer weather.

"I have more than one hundred deadfalls and catch large numbers of skunks," writes a Connecticut trapper. "A few years ago a trapper within two miles of here caught more than 60..."
Season's Catch.

coon in deadfalls. Since then coon have been rather scarce, but I am going to try them this coming fall. I prefer red squirrel for skunk bait to anything else, and extract of valerian for scent. Try it, trapper—it can't be beat. I have used it for twenty years and can catch my share every time."

The trapper that makes the largest catches usually is the one that has deadfalls and snares in addition to steel traps. Recently two trappers wrote of their season's catch and added that a good proportion was caught in deadfalls and snares. These trappers were located in Western Canada; marten 54, lynx 12, mink 19, ermine 71, wild cat 11, foxes 18. While these trappers did not say, it is presumed that the foxes were caught in snares or steel traps, for it is seldom that one is caught in a deadfall. In Canada and the New England States, where foxes are plentiful, the snare is used to a considerable extent. Skunk, mink, ermine, weasel and opossum are easily caught in deadfalls. One trapper in a southern state is said to have caught 94 mink, besides 38 coon and 57 opossum, in 28 deadfalls, from November 25th to February 25th, or three months.
CHAPTER XXIV.

GENERAL INFORMATION.

Early in September, 1906, the editor spent a number of days at his home in Southern Ohio, where in the '80's along and near a small stream known as Kyger Creek, considerable trapping was done. If readers are curious and have a good, large map of Ohio, and look at the southern border, some fifty miles above the mouth of the Scioto river, on a direct line or about double that by following the winding of the river, they will find Kyger Creek. The stream is about ten miles long and empties into the Ohio river below the village of Cheshire. The country is rather rough and rocky, but the timber has mainly disappeared. A quarter of a century ago, opossum, muskrat, skunk, and fox were more numerous than now. Links at that time were few, but in the '80's they seemed to become fairly plentiful all at once. The high price has caused considerable trapping, and their number has decreased of recent years. In trapping we found deadfalls, properly placed, and...
General Information.

169 made, set and baited to be an excellent trap for mink, skunk and opossum. As there were few coon where we were trapping, but few were caught, yet an old trapper nearby caught several in both deadfalls and steel traps each season. There is no doubt but that a trapper who expects to remain months at the same place should have a few deadfalls. These traps, like steel traps, to make catches, do not depend upon numbers so much as correct and careful construction and setting. A half dozen deadfalls located at the right places, carefully built and properly set, are worth probably as much as fifty carelessly constructed and located at haphazard. Some object to deadfalls because fox are seldom caught in them. It is true that few fox are taken in deadfalls, although in the far North some are, and especially Arctic and White fox. The deadfall trapper, however, who gives care and attention to his traps finds them fur takers. They can be built small for weasel or a little larger for mink, marten and civet cat; or larger for opossum and skunk; still heavier for coon and wild cat and even to a size that kills bear. Some trappers find the mink hard to catch. At some seasons they are easy to take in deadfalls. Long in the '80's in five winters eight
Deadfalls and Snares.

Averi caught in one deadfall. The first winter one was caught; second, two; third, three; fourth and fifth, each one.

If our memory serves us right, the trap was first built in the fall of 1887, and was located on the bank about ten feet to the left of a sycamore, which at that time was standing. There was a den under the tree entering near the water, with an outlet on the bank only a few feet from the trap, and near where the pen and bait were located.

This deadfall was built much like the illustration shown here. While the fall was of hickory, not a vestige remained when looking at the place in September, 1906. The pen should be built strong and tight so that the animal will not tear it to pieces and get at the bait from the rear. The "fall" or top pole can be of any kind of wood, but hickory, oak, beech, maple, and other heavy woods are all good. The pole should be heavy enough to kill the animal without placing any weights on it. When building it is a good idea to let the top pole extend about a couple of feet beyond the pen. This will give more weight on the animal when the trap falls.

The two piece triggers may work hard, especially if the log used for the fall has rough bark on. In this case it might be well to smooth the bark off.
Deadfalls and Snares. With your axe or batcliet. In setting with the two piece trigger make them out of as hard wood as can be found. The hanging piece can be slaitened on the underside, or the side on which the upper end of the upright or prop sets. The prop should be cut square on the lower end while the upper end might be a little rounding, as this will tend to make the top or bait trigger slip off easier.

In setting raise up the top pole and hold in position with the knee. This gives both hands free to adjust the triggers. When you think you have them right, gradually let the weight off your knee and then try the trigger. You will soon learn about how they are to be set. The bait should be tied on or the bait trigger may have a prong on to hold the bait. If you find the bait gone and the trap still up the chances are that it was set too hard and the animal stole the bait.

Of late years in some sections, mice have been very troublesome, eating the bait. In other places birds are bait stealers, and for this reason it is best to set traps rather hard to throw.

The location of a deadfall has much to do with the catch. Old trappers know if they were to set a steel trap in a place not frequented by fur bearers that their catch would be next to...
nothing. The same applies to all sets, whether steel traps, snares or deadfalls. In the illustration it will be noticed that the opening-or the side which the animal enters for bait is facing the creek. When building these traps it will be found best to leave the open side toward the water if trapping for mink or coon, as they generally leave the edge of the water going directly to dens along and near the bank. The under log in the deadfall shown does not extend but a few inches beyond the two end stakes. It should extend eight or ten inches beyond. The four stakes at pen must be of sufficient length that when the trap is set they extend above the top or fall pole. If they did not, the trap in falling, might catch on the end of one of the stakes and not go down. Along streams these traps need not be close. A couple to the mile is plenty. Of course, if there are places where dens are numerous more can be built to advantage, while along other stretches of water it may be useless to build them at all. It all depends upon whether animals travel there. You cannot catch them in any kind of trap if they are not there. For opossum, skunk, mink, civet cat, coon, ermine, etc., find where the animals live or where they go frequently searching for food. If building where there are dens, either locate within a
Deadfalls and Snares.

A few feet of the one that appears best or just off the path that the animal takes in going; have the open part next to path and say only three feet off. Marten trappers, while placing traps on high ground, do not pay so much attention to dens and paths, for these animals spend much time in trees looking for squirrels, birds, etc., but go through the forest "spotting a line" and locate a deadfall in likely ground about every 200 yards, or about 8 to the mile.
CHAPTER XXV.

SKINNING AND STRETCHING.

The importance should be attached to the skinning and stretching of all kinds of skins so as to command the highest commercial value.

The fisher, otter, foxes, lynx, marten, mink, ermine, civet, cats and skunk should be cased, that is, taken off whole. Commence with the knife in the center of one hind foot and slit up the inside of the leg, up to and around the vent and down the other leg in a like manner. Cut around the vent, taking care not to cut the lumps or glands in which the musk of certain animals is secreted, then strip the skin from the bone of the tail with the aid of a split stick gripped firmly in the hand while the thumb of the other hand presses against the animal's back just above. Make no other slits in the skin except in the case of the skunk and otter, whose tails require to be split, spread, and tacked on a board. Turn the skin back over the body, leaving the pelt side out and the fur side inward, and by cutting a few ligaments, it will peel off very readily. Care should be taken to cut closely.
around the nose, ears and lips, so as not to tear the skin. Have a board made about the size and shape of the three-board stretcher, only not split in halves. This board is to put the skin over in order to hold it better while removing particles of fat and flesh which adheres to it

![Single Board](image)

![Three Board Stretcher](image)

while skinning, which can be done with a blunt-edged knife, by scraping the skin from the tail down toward the nose — the direction in which the hair roots grow — never scrape up the other way or you will injure the fiber of the skin, and care should be taken not to scrape too hard, for if the skin fiber is injured its value is decreased.
Now, having been thoroughly "fleshed," as the older phrase is explained, the skin is ready for stretching, which is done by inserting the two halves of the three-board stretcher and drawing the skin over the boards to its fullest extent, with the back on one side and the belly on the other, and pulling it in a similar way as shown in the cuts from which some of the text was taken. Now insert the edge and drive it between two halves, and make it equal in length. Care should be taken, however, to not stretch the skin so much as to make the fur appear thin and thus injure its value. Now put a nail in the root of the tail and fasten it to the wedge; also, draw up all slack parts and fasten. Care should be taken to have both sides of the skin of equal length, which can be done by lapping the leg flippers over each other. Now draw up the under lip and fasten, and pull the nose down until it meets the lip and tack it fast, and then the skin is ready to hang away to cure.

Do not dry skins at a fire or in the sun, or in smoke. It often burns them when they will not dress and are of no value. Dry in a well-covered shed or tent where there is free circulation of air, and never use any preparation, such as alum and salt, as it only injures them for market. Never stretch the nose out long, as...
Deadfalls and Snares. Some trappers are inclined to do, but treat them as above described, and they will command better values. Fur buyers are inclined to class long-nosed skins as "southern" and pay a small price for them, as Southern skins are much lighter in fur than those of the North.

The badger, beaver, bear, raccoon and wolf must always be skinned "open," that is, ripped up the belly from vent to chin after the following manner: Cut across the hind legs as if to be "cased" and then rip up the belly. The skin can then be removed by flaying as in skinning a beef.

Another experienced trapper says: The animals which should be skinned open are bear, beaver, raccoon, badger, timber wolf and wolverines. The way to do this is to rip the skin open from the point of the lower jaw, in a straight line, to the vent. Then rip it open on the lack of the hind legs, and the inside of the front legs, and peel the skin carefully off the body. Beaver, however, should not have the front legs split off, and the tail, having no fur, is of course cut off. If the skin is a fine one, and especially in the case of bear, the feet should not be cut off, but should be skinned, leaving the claws on. I would also advise saving the skull, and the proper way to clean it is to scrape...
Skinning and Stretching.

When the animal is prepared, hold the skin up with the front side next to the green people.

First, lay the animal on its back, or on the table, with the fur side out. Make a cut on one side of the neck, and remove the skin in one piece, starting at the tail and working towards the head. Be careful not to injure the fur. Over the bat-k and shoulders of most animals is a thin layer of flesh. This should be removed, and when done, there should be nothing remaining but the skin and fur. Raccoon and muskrat are easily fleshed by pinching the flesh between the edge of the knife and the thumb. For stretching boards, I prefer a three-board stretcher, but a plain board will answer. For muskrats, use a single board. Open skins are best stretched in frames or hoops, but it is all right to stretch them on the wall of a building. The largest shelf in the house is a good place to hang them. I would advise making a good supply of them before the season begins.

For the stretcher board, I prefer a simple board, about 3 feet long and 1 foot wide. The surface should be smooth, and it should be about 3 inches thick. The stretcher board is placed on a shelf or table with the skin side up. The hind legs are bent and the skin is drawn down over the board. The skin is fastened at the top and bottom with a string or wire. The skin is stretched tightly, and the hide is removed from the body.
SOME STRETCHING PATTERNS.
Skinning and Stretching.

1. Tack the hide to the edges of the boards. This stretches the hide long-.
2. Insert the wedge between the two boards, which will stretch the skin out to its fullest extent, and give it the proper shape.
3. Finish by fastening with tacks, pulling the nose over the point of the board, and drawing the skin of the lower jaw up against the nose.
4. Hang the furs in a cool, dry place and as soon as they are dry, remove them from the boards.

Fox skins should be turned with the fur side out, after removing from the board.

In using the hoop stretcher, the hide is laced inside the hoop, with twine, the skin of the coon being stretched square and the beaver round. All other furs should be stretched so as not to draw them out of their natural shape.

If the weather is warm and the furs are likely to taint, salt them. A salted skin is better than a tainted one.

Put salt in the tail, and punch a hole in the end of the tail, with a pointed wire, to let the water drain out, or split the tail up about one-half inch from tip.

The skin of the bear is, perhaps, more likely to spoil than any other, and the ears especially, are likely to taint and slip the fur. To prevent this, slit the ears open on the inside, skin them back almost to the edge and fill them with salt, also salt the base of the ears, on the flesh side of the hide.
In stretching, says a North Dakota trapper, we use a one board stretcher as follows: Put on the fur after you have fleshed it, the four feet on one side and the tail on the other. Tack down the hind feet and the tail, then take a piece of board about 1 x ¼ inches (this would be about the correct size for a mink) rounded off except on one side. Put it below the fur on the
side where the feet are, tie the front feet. When you are going to take off the fur, pull out the small board and the fur will come off easy.

A contrivance which I have found useful in skinning is made of a piece of stiff wire 18 inches long. Bend this at the middle until it has the shape of V with the ends about 8 inches apart. Bend up an inch at each end to form a hook and when skinning, after cutting around the hind feet, hook into the large tendons, hang on a nail or over limb, etc., and go ahead with
Deadfalls and Snares.

Both hands. The wire must be strong as large as a slate pencil and will work all right. From two feet down to eight, tang with a hook. This is a great help in securing animals after they have become wild. Young trappers should use this simple device or they will be less liable to cut holes in the wire. It pays to be careful in skinning animals properly as well as to improve their market value. The look and feel are the market value.

How many trappers save the skulls of their larger game? All the skulls of bear, pan and mountain lion, wolves, foxes and are less than those of lynx and wild cat. If they contain good sets of teeth, several parties buy these skulls for cash. To prepare them the bulk of the flesh should be removed and the brain and eyes also. Probably the easiest way to accomplish this is to boil the skull while there is in the pot. This will save the meat which begins to get tender then, while hot, it may easily be cut away, and by enlarging the hole at the back of the skull the brain may be removed out. They should be watched carefully as to boiled too long. The teeth drop out, bones separate and render the skull worthless. It is safe, but more tedious, to cut them with a sharp knife and preserve them.

The dealers pay from 50c for a bear skull to 15c for a fox. They are also used by taxidermists and furriers to make
pay much more. The British Columbia Government pays bounties upon the skulls, only I think this is a good idea as the skins are not mutilated and depreciated by scalping, punching or cutting as usual. Save a few good skulls and add dollars to the value of your catch.

* * *

Take two pieces of No. 9 fence wire about 30 inches long, writes an Ohio coon hunter and trapper, file one end sharp, then commence at each hind foot and punch the wire thru close to
Deadfalls and Snares.

When you are working on deadfalls, you should make a long wire about 3 inches in length, and hold it about 2 inches from one end only. Then fold the other end around the wire. To use the deadfall, bend it to the length you desire, and tuck it up into the hide. You will then see the deadfall is better than a hickory stick.

Put 3 or 4 nails in each side, then fold the wire around the edge, and take it down one inch or so until you get to the front foot, then pull the hide along the wire just far enough so the top and bottom will stretch out to make it square, or a few inches longer than the width is better.

Many experienced trappers stretch coon skins too long and draw out the head and neck. This can be avoided by following instructions given here. Coon skins can be cased, but most dealers prefer to have them stretched open.

Get a lot of steel wire, says a Missouri trapper who uses old umbrella wires, the round solid ones. Sharpen one end, and take your coon skin and run one wire across each side and one across each end. In putting these wires in, do it like the old woman knits, that is, wrap the hide around the wire and stick it through about every inch. Now cut six small twigs, make them the proper length...
and notch the ends, and you will soon have your hide stretched expert trapper style. The advantage of this is you can carry stretchers enough for twenty-five skins in one hand and don't have to hunt up a barn door and box of tacks and hammer every time you want to stretch one. You can stretch in one-fourth the time it would take to tack up on a board, and you will have it in first class style the first time and not have to pull out a tack here and stretch a little more there.

* * *
I have always used the whole board (not split into two pieces and a wedged slice as some do), writes a Massachusetts trapper, and made as follows:

For mink I use a 1-inch board about 40 inches in length, 4 inches wide at the large end, tapering to about 2½ inches at the small end with the edges planed down from near the middle of the board to the edge, leaving a thin edge and sandpapercHl down smooth. I make the board of this length for the reason that it sometimes happens that a mink may have laid in a trap for several days before being taken out, and if under water it is not always easy to determine the exact length of time it has been in the trap, and there may be a possibility that if put on the board to dry that having lain so long it will taint before it will get thoroughly dry. I have seen them in a case of this kind where the tail was spared and perhaps near all the hairs on the end of the tail would shed or pull out thereby damaging the skin to a greater or less extent. Now when I get a mink in this condition after pulling on the board and tacking all around, I slit the tail open after which I lay it open and tack all around the same way you would with an otter skin. By employing this means you will often save the loss of the tail by thus tainting and a corresponding loss on the value of the skin.
Skinning and Stretching.

The value of the mink skin is in no way damaged by this process. Some dealers prefer to have all the skins they buy cured in this manner.

For stretching the muskrat skin I also use a board of the same thickness as for mink, about 20 inches in length, 6 or 7 inches at the large end with a slightly rounding taper on a middle of about 3 inches at the small end with a slight rounding taper on a middle of the same thickness as for mink boards; in fact, I prefer the same manner of stretching all cased skins, using care not to have the boards so wide as to stretch the skins to a width much exceeding the natural width before it was placed over the board, but giving them all the strain they will stand with reason, length-wise. If stretched too wide it tends to make the fur thinner and lessens the value of it.

I usually pull the skin, especially mink, onto the board with enough of its natural length to give the band enough to stretch and smooth the skin. With the mink the outer edges of the skin should be turned under 1/4 inch. After the skin is stretched and smoothed, it should be allowed to dry naturally, or if more speed is desired, it should be placed in a warm oven, but not so hot as to damage the fur. The skins should then be placed in a box with a thin layer of sawdust or straw and kept until dry. When dry they can be handled, turned, and stored in a box without damage.
thrown up in a haphazard way on a single 10-inch by 10-inch board, in a great many hearth stones, so that even a novice could make about 1000. It is always a pleasure to remove all surplus grease and fat which was already in the stone when the stone is soiled, and more likely to become drier and to dry out when the stone is sun-dried. In many, their use begins by splitting them, which is done in both the American and open shingles, or by using all those little shingles and pieces of shingles. It is well to look after all these little details. These directions are given with the desire to help some of the beginners. If they will start in by using a little care and checking and having pride in their work, they will find the business both more pleasant and profitable.

Of course, a good idea help young trappers, who are not professional trappers. We have observed that they are more in nearly all cases, and a trapper who is used to correct and exact work. The best way to split and open shingles is by using a sharp knife and some care. You should always use the proper kind of knife and think of it always in your hands.
In skinniiiii' you should rip the animal straight from one heel across to the other, close to the roots of the tail on the underside. Work the skin loose around the bone at the base until you can grasp the bone of the tail with the first two fingers of the right hand while you place the bone between the first two fingers of the left hand. Then, by pushing, you will draw the animal loose from the tail while you maintain pressure.

Sometimes when the animal has been dead for some time the bone will not readily draw from the tail. In this case you can cut a stick the size of your finger about eight inches long. Cut it away in the center until it will readily bend so that the two ends will come together. Then cut a notch in each part of the stick just large enough to let the bone of the tail in and squeeze it out. It is necessary to whittle one side of the stick at the notch so as to form a square shoulder. You should have about three sizes of stretching boards for mink and fox. For mink they should be from 4\(\frac{1}{2}\) inches down to 3 inches, and for fox from 6 inches down to 5 inches, and in length the mink boards may be four feet long, and the fox boards three feet long. The boards should taper slightly down to within 8 inches of the end and then rounded up to a round point. The mink boards...
Deadfalls and Snares should be rounded at 4 or 5 inches from this point. You will vary the shape of the board in proportion to the width. Stretching boards should not be more than 1 inch thick. A belly strip the length or nearly the length of the boards 1 inch at the wide end, tapering to a point at the other end and about \( \frac{1}{2} \) to 1 inch thick. Have the boards smooth and even on the edges. Other stretching boards should be made in proportion to the size and shape of the animal whose skin is to be stretched. You should not fail to remove all the fat and flesh from the skin immediately after the skin is on the board. If a skin is wet when taken from the animal it should be drawn lightly on a board until the fur is quite dry. Then turn the skin flesh side out and stretch.

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<tr>
<th>No.</th>
<th>Mink Board, length 28 inches and 4 wide.</th>
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<tr>
<td>2</td>
<td>Mink Board, length 28 inches and 3( \frac{1}{2} ) wide.</td>
</tr>
<tr>
<td>3</td>
<td>Weasel board, length 20 inches and 2( \frac{1}{2} ) wide.</td>
</tr>
<tr>
<td>4</td>
<td>Muskrat board, length 21 inches and 6 inches wide.</td>
</tr>
</tbody>
</table>
No. 5. Opossum board, (small), length 20 inches and 6½ inches wide.

No. 6. Skunk or opossum, (medium), length 28 inches and 7 inches wide.

No. 7. Skunk and opossum, (large), length 28 inches and 8 inches wide.

SIZE OF STRETCHING BOARDS.

Old and experienced hunters and trappers know about the shape and size to make the various stretching boards for the fur bearers, but for the guidance of beginners and those who are careless about stretching pelts, the above description is especially meant.
Trappers in Southern sections will no doubt find the lojards as described here too large for most of their skunks. In the Northeast the mink boards will also be too large, but for this section (Ohio), they are about correct. The general shape of the lojard can be seen from the illustration.

One of the best ways, writes a Minnesota trapper, to take off the skin of an animal is by cutting the skin around the hind legs or feet, and then splitting the skin on the inside between the hind legs. Then remove the skin on the hind legs, and by this method hold, on a shelf that places it work against the lower part of the wall and close off the skin.

Now commence to draw the body of the animal through the skin precisely made without breaking it, drawing the skin over itself, the fur side within. When the last foot has been reached, cut the skin near the back until the mouth is reached, when the skin should be slowly removed at the head.

After tying the hide to a cord or some similar means supporting it in several places, a split prong may be attached to a glider which will enable the hook to become fastened to the skin.
Skinning and Stretching.

Skinning will reach it too strongly, and it should not be washed. Large skins may be nailed on a wall of a shed or barn.

The board stretcher should be made of furring strip material. A board is laid at some angle on sawdust, these boards and a light weight at one end, and two on the other end to pull on the other, and these weights of sawdust placed. A frame is placed in the center of the shed, and two posts are placed on the shed, and these weights are placed on the shed. The board is pulled through this manner, which is called an edge. Finally, prepare a wedge of the same length and the same size, and bend the other end to the length and width desired to a hundred pounds. This is a method we recommend. See a sketch. If a board is not too strong.

Two large sizes with similar proportions are recommended for the large animals. One large size is required for the full grown mink, which should be five feet and a half long, seven inches wide at the large end, and six inches wide at the small end, when spread by the wedge. An intermediate size is required for the fisher, raccoon, fox and some other animals, the proportions of which can be easily figured out. These stretchers do not require that the skin should not be stripped through the body, but should be removed off where. See a sketch.
Deadfalls and Snares.

from the body by drawing it over itself, leaving the fur inward. In this condition the skin should be drawn on to the split board (with the back on one side and the belly on the other), to its utmost length, and fastened with tacks, and then the wedge should be driven between the two halves. Finally, make all fast by a tack at the root of the tail, and another on the opposite side. The skin is then stretched to its utmost capacity and it may be lugged away to dry.

Not alone the skulls of the larger animals, but the skulls of any game, the skeleton of any bird, or fish, has a ready market, provided such specimens are properly cleaned, and in perfect condition. However, the hunter or trapper must bear in mind the fact that it is the perfect specimen that is in demand, and that a bruise on the bone literally spoils it for the curator. If you will look carefully at any skull, you will notice that some of the bones are very thin and frail, almost like a spider's web. These fine bones must be preserved if they are to be of any value to the Comparative Anatomist, and boiling or scraping simply ruins them. So much for the explanation. Now the method of cleaning, is by "rotting" rather than scraping or boiling. Take the skull (or whole head) and fix it solid in

...
Skinning and Sketching.

1. Pour off the water and the bulk of the flesh will go too. Fill in with clear water again, and repeat as often as necessary. I have found that twice will do the work, and leave the bone in good condition.

2. There is a market for most animal skulls, if not damaged, and it may pay to preserve all. In the Hunter-Trader-Trapper, published at Columbus, Ohio, usually will be found advertisements of parties who buy them.

3. I have never had much luck with two-piece stretchers, but use thin board stretchers in one piece with a "sword stick" on each side to fully stretch and admit the air to both sides of the skin. This cures the skin faster and better than when only one side is exposed to the air, says a Maryland trapper.

4. When off from home, I use stretchers made from saplings, as boards suitable are not to be had everywhere, and cannot be bothered with when going light. To make these, cut osier, willow or hickory switches, straight and thick as the finger, about four feet long; cut two short pieces for rats 4 and 6 inches long and carefully bending the long piece. "Nail these in with a
POLE STRETCHERS.
Skinning and Stretching.

A hundred of shiny gold nails on thick boards mark a hundred feet of canvas stretched on long boards, held up by hooks, and the canvas has a skin nailed to it in the middle.

I know it is not worth while to store clothing, and I prefer the process of stretching your furs and preparing them for market as it is in trapping, writes a trapper. If you have no boards, go to your grocer or dry goods store and you can get all the boxes you want for 5 or 10 cents apiece. They must not be over $1 of an inch thick; if they are, plane them down smooth on both sides.

I make what I call the two piece stretcher with a wedge for muskrats. Take a board 20 inches long, 2 inches thick, 8 inches wide, and taper back 5 inches from the small end. Now take a block plane and chafe off each side an inch or more up and round it off. Now draw a line through the center of the board and saw it through. Make a wedge the same length and thickness, $1 of an inch wide, and taper down to 1/10 of an inch. If a large skin pushes in on the center of the board, bore a hole in large end and hang up in a cool, ventilated place to dry. After three days pull out wedge, and your fur will.
Deadfalls and Snares.

slip right ott' without tearing. If the boards should warp over, tack a strip across the large end. The mink stretchers are made on the same plan. A board the same thickness, 30 inches long, 3\(^\frac{3}{4}\) inches \(\frac{1}{2}\) wide, taper down to 2\(\frac{1}{2}\) small end round chatfer. For large mink insert wedge made one inch wide. Taper down to 2/8. For skunk and coon they are also good, only they are made on a larger scale. 'Now a word about easing. Pull your hide on so the back is on one side and the belly on the other. Pull nose over small end \(\frac{1}{2}\) inch. Put two tacks on each side, now pull down tight to large end and put two tacks each side, lay board on bench and take an old case knife, scrape off all meat and fat and be careful not to scrape too thin, so as not to cut the fibre of the skin. After you have scraped the flesh off, insert the wedge and your skin will be tight. Do not stretch your hide so it will make your fur look thin. This is my way of stretching coon hide; use four-penny nails and use either the inside or outside of some old building, inside is the best. Drive the first nail thru nose. This holds the hide for starting. Pull each forward leg up (not out) on a level with nose and about seven or...
Skimming and Stretching.

Eight inches from nose according to size of the coon. Drive next nail at root of tail, and pull down, moderately tight. Now pull each hind leg out about one inch wider than the fore legs and a little below the tail nail. Now use a nail every inch and pull the hide up between the forward legs and nose, until it comes straight across. Next, treat the bottom of the hide the same as the top. Use plenty of nails. To finish down the sides, drive a nail first on one side and then on the other until finished. You will find when done that the hide is nearly square with no legs sticking out the sides and no notches in the skin.
CHAPTER XXVI.
HANDLING AND GRAADING.

Mink should be cured the side in and stretched on boards for several days or until dry.

Skunk should be stretched fur side in and nailed on boards for several days. The white stripe cut out, blackened, etc., reduces the value. If skunks are cleaned the hide is cut and stretched on legs in the frame of a building. Some dealers allow one quarter of a skin out, hide may not be cleaned, while others practice their own plan which gives them profit.

Kaccoon should be stretched open (ripped up the belly) and nailed on boards or the inside of a building. Some dealers allow as much for coon as one section, while others prefer that only Southern coon be stretched.

Foxes of the various kinds should be stretched fur side in, or until dry. As the pelt is thin they can be turned for sale either side up or down. In shipping see they are not pressed against furs flesh side out.

Lynx should be stretched after drying properly are turned fur side out, same as foxes. They are shipped flesh side out.

Otter are stretched fur side in. The pelt being thick and heavy, takes several days to dry properly. They are shipped flesh side out.

Sea otter are handled the same as fox, lynx and marten, that is, fur side out.
Handling and Grading.

203 Beaver are split but stretched round and should be left in this loose or stretched form until dry.

Bears should be handled as quickly as possible so as to prevent their meat, once cut for market, from turning or drying too quickly.

Wolves can be handled same as bear, skinned same.

Fisher should be cased and stretched flesh side out, but may be sent to market same as foxes or fur out.

Marten should be stretched and dried on boards, fur side in, but may be sent to market same as foxes or fur out.

Opossum are stretched on boards fur side in and are left in that condition after removing the boards. Cut the tails off when skinning — they have no value.

Muskrat should be stretched fur side in and a few days on the boards is sufficient. They are left as taken off, that is, fur side in. Cut the tails off when skinning — they are worthless.

Badger are split and should be nailed to the inside of a building to dry.

Civet Cat should be cased and stretched on boards fur side in. When dry remove the boards and leave fur side in.
Deadfalls and Snares.

Tail Cats should be eased and after removing boards are generally left fur side in for market.

Wild Cats are eased and stretched on boards. They may be turned fur out or left as taken from the stretchers, fur side in.

House Cats are eased and stretched on boards fur side in. They are sent to market usually fur side in.

Kabbits are cased fur in and, as the pelt is thin, soon dry. They are shipped fur side in.

Panthers are treated much the same as bear. Care should be taken in skinning to leave claws, ears, nose, etc., on the skin for mounting purposes.

My experience has been that the house which makes only four grades of prime goods is the house that will receive the largest checks from your collection, writes a Michigan collector of 50 years' experience. So many grades quoted makes it possible for a firm to successfully squelch you a little every time you ship and yet you can have no reasonable excuse to complain for when you ship, you know that in some houses there is a grade for nearly every skin you send. So I, for one, would rather risk the fewer grades.

A trapper from Wisconsin says: For sample,
Handling and Grading.

Say mink are worth from 25 cents to $3.00. There would be 275 prices between the extremes. Now if I lie is a fur buyer I certainly pity the trappers that would have to take those 275 different prices for their mink. A man should be able to know the difference between grades No. 1, 2, 3 and 4, and when he does he is then able to give a fair and honest price for every skin he buys. If he doesn't know the difference then, he had better get a job clerking in a hotel or sawing wood.

Many have requested that the difference in the various grades of skins be explained and for their benefit, as well as others of little experience, the following may prove instructive.

How furs are assorted into four grades, viz: No. 1, No. 2, No. 3 and No. 4. With the exception of skunk and muskrat most houses subdivide the No. 1 skins into large, medium and small. In addition to this many firms quote a range of prices about as follows: Mink, Northern New York, large $1.00 to $1.50. Would it not be more satisfactory to quote one price only? It is generally known that Alinnesota mink are large. From that state a No. 1 medium mink is as large as a No. 1 large from Alaine, where mink are rather small. But as the dealers on
Deadfalls and Snarks. Their price lists quote the various states and sections, why not quote one price only as follows:

Mink, Noktiueun New York

- No. 1: Large, Medium, Small, No. 2, No. 3, No. 4
- Prices:
  - 17.00.
  - 15.00.
  - 13.00.
  - 11.50.
  - 10.00.
  - 9.00.

These figures, of course, are only given for illustration and are not meant to show value.

Furs from the various parts of North America have their peculiar characteristics and it is easy for the man of experience to tell in what part of the country a pelt was caught. It may be shipped by a collector hundreds of miles from where caught, but if there are many in the collection the expert will soon detect it. This knowledge, however, only comes with years of experience.

Prime skins are those caught during cold weather and the pelt after drying a few days is bright and healthy appearing. The prime skins are those that turn blue or black after being stretched for a time. Usually the darker the pelt the poorer the fur. If only slightly bleached the pelt may go back only one grade, while if black it is at least as good as No. 3 or No. 4 and may be trash of no value.

Springy skins, as the name indicates,
Handling and Grading.  

Those taken toward the last of the season or in the spring and those prime pelted, have begun to shed. The beginner is often deceived, for he thinks if the pelt is prime, the fur is. Foxes and other animals are often “rubbed” toward spring, which of course lessens their value. A No. 1 skin must not only be average in size but free from cuts, etc. No unprime skin will grade better than a No. 2.

Skunk, to be No. 1 or black, must be prime in pelt, fair size and stripe not extending beyond the shoulders. The day that only “star black” were taken for No. 1 is passed, for most trappers and shippers know better now. A No. 2, or short striped skunk, is prime and the stripes, if narrow, may extend nearly to the tail. A small No. 1 or a black No. 1 is graded No. 2. A No. 3 or long striped skunk has two stripes extending the entire length, but there must be as much black between the stripes as either of the white stripes.

In some of the western states of Minnesota, Iowa, and the Dakotas, etc., skunks are large and have stripes of about the same length. The black color is a decided advantage, short bags up to 10

In No. 1, bands can be cut off in groups and sold to a limited extent, but grading above a No. 2, in the market.
Deadfalls and Snares.

Most dealers place skunks in No. 1 if either white stripe contains more than there is black between the two stripes.

All skunks are graded down to No. 2, 3, and 4 according to depth of fur and stripe. A No. 1 skunk in stripe but blue, becomes a No. 2; or if badly blued, No. 3 or 4; a No. 2 skunk in stripe but blue becomes a No. 3; a No. 3 in stripe but blue, a No. 4; a No. 4 in stripe but blue, generally goes into trash. In fact, if badly blued, any of the grades may be thrown into trash.

Muskrat are assorted into four grades—spring, winter, fall, and kit. Spring vats are No. 1, winter, No. 2, fall, No. 3; and kit, No. 4. A No. 1 or spring rat is those taken in March and April. The pelt is then of a reddish color and is entirely free from dark spots. A few spring rats may be caught earlier than March, but so long as they show dark spots they are not No. 1, No. 2, or winter rats, pretty well furred, but there are dark streaks and spots in the hide usually on the back.

No. 3 or fall rats are not full-furred, and the pelt is far from prime. The dark streaks show much more later in the season.

No. 4 or kit rats are partly grown or if larger are badly damaged.
Opossum is the only animal that may have a "prime" pelt but an "unprime" coat of fur. This unique appearance makes it difficult to identify unless turned fur-side out.

If opossums have more parasites attached and unskinned, they may have disfigurements, giving a dark blue spot on the lower side of the throat. This feature is not seen on No. 1 fur.

Most parts of the fur of No. 2 have some stagey quality. No. 4 is the very poor and stagey. No. 1, 2, and 3 are generally known as prime and of no value.

The other fur-bearers, such as mink, otter, beaver, fox, wolves, etc., are thrown in bulk. They usually are skinless, unless accidentally trapped or preserved under the "pelt." The "pelt" is usually a healthy appearance of average size, and should be handled and free of cuts or shot holes.

Skins may be unprime from several causes. The animal may have been improperly handled, or a large part of the fur may have been removed. In such cases, it is generally known as No. 2 and the fur formatted according to the proper size and shape. Unprime skins are graded No. 2, 3, and 4 according to how inferior they are.
Deadfalls and Snares.

Some skins altho prime are so small that they grade No. 3. This, however, is the exception rather than the rule. Usually if prime, the undersize will only put the skin down one grade.

I have bought some for a number of years, writes a collector, and know that some trappers are like some farmers, they want as much money for a bushel of dirty wheat as their neighbor gets for a bushel of clean wheat. I have had skunk and opossum hides offered me that had a pound or two of tainter fat on them, and skins that were taken out of season, for which they expect to get No. 1 prices. There are some who stretch their skins in the shape of an oblong triangle and leave flesh enough on to make their dinner. Stretch your hides as near the shape of the animal as possible; don't try to make a muskrat hide as long as a mink, or a mink as wide as a muskrat. Catch in season, flesh carefully, stretch in good shape, always take bone out of tails, keep in an airy building until dry and then you will not have to grumble so much at the buyer in regard to prices.
CHAPTER XXVII.
FROM ANIMAL TO MARKET.

Under this title, says an experienced Western trapper, I shall endeavor to show my brother trappers how to handle pelts:

As soon as I get in from my traps (I use a team and wagon), I feed team, dogs and self, then I proceed to skin the game in the usual manner; when game is all skinned I put on my fleshing suit, made of rubber cloth like that buggy curtains are made of, get out my fleshing boards, of which I have three sizes—large, medium and small—for each kind of cased skins except rat, which I flesh with thumb and knife. The fleshing boards are like Fig 1 on enclosed diagram, made of 1 inch pine free from knots and dressed on both sides, 3 feet 6 inches long, and for skunk in. and 10 in. tapered up to a blunt point, edges rounded and sandpapered smooth. These boards can be made of other sizes so as to fit larger or smaller pelts of other kinds.

For a flesher I have tried nearly everything imaginable, dull knives, hardwood scrapers, etc., but have abandoned them all for the hatchet.
Deadfalls and Snares. 

Use an old hatchet head and use it tolerably sharp; I proceed as follows: Put pelt on board but do not fasten, grip lower edge with left hand, pull down hard, place point of board against breast and use hatchet with right, pushing down and holding hatchet nearly flat; use plenty of...
elbow grease; as fast as you get a strip cleaned off turn hide a little but do not flesh on edge of board. It may not work good at first and you may cut one or two hides, but you will soon get the knack.
Deadfalls and Snares.

If possible take a bitch skunk for the first as they flesh easier, and be sure there are no burrs or clumps of mud in the fur, or you will cut a hole the size of the burr.

Now for the stretchers. In Fig. 2 is what I use; it is something of my own invention, and there is no patent on it. It is made of anj wood that will split straight, and the dimensions are as follows:

Pieces are 4 ft. long by 1\(\frac{1}{2}\) in. dressed smooth; pieces are 1\(\frac{1}{2}\) X 1\(\frac{1}{2}\) in., will say for large skunks here they would be 10 in. and 4\(\frac{1}{2}\) in.

To frame you must soak or steam the long pieces; mitre the ends and fasten with 3d finishing nails clinched. Then place in position 1 in. from ends and fasten with two Gd finishing nails; place in position and pull up to 8 in. from nose and fasten; now chamfer off edges and sandpaper smooth.

I like this stretcher, as it airs both sides of pelt and will air the nose in half the time.

Fig. 3 shows manner of fastening pelt; on belly side it can be drawn down and fastened to tail pieces with Avitli sack needle and twine; it is made of two or more poles fastened in the shape of a hoop.

In shipping furs, bale tight; do not ship loose in sack; place mink and rat inside of skunk and other fur, and always place the toughest pelts (m outside. By bailing tight you will avoid crinkling and they will not look mussed and will bring from 5 to 10 per cent. more.
pers. fleshing pelts, as I understand it, is not merely taking the fat off, but in going deeper

and taking the flesh clean from the pelt so that if skunk, the stripe will show clear the full length and reducing the weight by half. On February
Deadfalls and Sxares.

Later, I shipped 15 skunks, all large; the lot only weighed 9 pounds including sack.

When stretching skunk and otter skins, if the weather is warm, split the tails, open and tack flat. Split open half-way all others that have fur tails. Open pelts can be stretched in hoops made of one or more poles an inch or so in diameter, and sewed in with a sack needle and heavy twine.

In stretching do not get the pelt so wide that the fur looks thin, or so long and narrow that it looks as if a horse had been hitched to each end. Keep the natural shape of the animal as much as possible, dry in a cool, airy place inside, or on the north side of a building and away from fire.

Baling - here is where the expert trapper shows his craft, and in baling you will see him wipe off all surplus fat and dirt and place the heavy pelts on the outside of his pack. The lighter furs, such as mink, marten, cat, etc., will be placed inside of the skins that are heavier. For instance: From four to eight rats or mink, m-sides of a fox or skunk. He will place the head of one to the tail of another, the tails folded in. He now ties a cord tightly around each end, placing them on a square of burlap, and with a sack needle and twine draws up the sides as tight as he can; then he folds in the ends and sews up snug. Furs thus baled reach the market in
good shape, and are such as stay markets of
repurchase further. Always, but not suggested in

From Animal to Market. 217

In conclusion, boys, let me suggest a

maxim:

"Prime caught and well handled furs always bring
top prices."

"Take pride in your catch, no matter how small."
Deadfalls and Snakes.

While the heading of this chapter is "From Animal to Market" it is well when shipping to request the dealer to grade and send value of furs. If not satisfactory, have dealer return furs. When shipping furs under these conditions see that no green skins are sent—only properly cured ones.

While some dealers offer to pay expressage both ways, we hardly think this fair and if no deal is made the dealer should pay the expressage one way and the shipper the other.

The Hunter-Trader-Trapper, published at Columbus, Ohio, in the interests of hunters, trappers and dealers in raw furs contains a great deal of information that will be of value along the line of shipping furs as well as trapping methods, etc.
CHAPTER XXVIII.

STEEL TRAPS.

This book would not be complete without at least a few pages devoted to steel traps. While a few steel traps were in use prior to 1850, yet it has only been since that date that they have come into general use. During recent years they have become cheaper and trappers in all parts of America are using them in greater numbers. Professional trappers in the North, North-west and Southwest often have out lines many miles long and use 200 to 350 steel traps of the various sizes. Each of the three main sets—land, water and snow—are used in various ways and to describe all of these would require a book.

Steel traps are made in various sizes from No. 1 to No. 6, to meet the requirements of trappers for the various animals. The best traps manufactured are the Newhouse made by the well-known trap manufacturers—Oneida Community, Ltd., Oneida, N. Y.

A brief description of these follows:
Spread of Jaws 3½ inches. This, the smallest trap made, is used mostly for catching the gopher, a little animal which is very troublesome to western farmers, and also rats and other vermin. It has a sharp grip and will hold larger game, but should not be overtaxed.

Spread of Jaws, 4 inches. This Trap is used for catching muskrats and other small animals, and sold in greater numbers than any other size. Its use is well understood by professional trappers and it is the most serviceable size for catching skunks, weasels, rats and such other animals as visit poultry houses and barns.
Spread of Jaws, 4 inches. Occasionally animals free themselves from traps by gnawing their legs off just below the trap jaws, where the flesh is numb from pressure. Various forms of traps have been experimented with to obviate this difficulty. The Webbed Jaws shown above have proved very successful in this respect.

Noting the cross-section of the jaws, as illustrated at the left, it is plain the animal can only gnaw off its leg at a point quite a distance below the meeting edges. The flesh above the point of amputation and below the jaws will swell and make it impossible to pull the leg stump out of the trap.
The No. 81 Trap corresponds in size with the regular No. 1 Newhouse.

Spread of Jaws—91, 5\(\frac{1}{4}\) inches; 91\(\frac{3}{4}\), 6\(\frac{3}{4}\) inches. The double jaws take an easy and firm grip so high up on the muskrat that he can not twist out. A skunk cannot gnaw out either.

These traps are especially good for muskrat, mink, skunk and raccoon.

All parts of the No. 91 except the jaws are the same size as the regular No. 1 Newhouse, while the 91\(\frac{3}{4}\) corresponds to the regular No. 1\(\frac{1}{2}\).
Steel Traps.

Spread of Jaws 4½ inches. This size is called the Mink Trap. It is, however, suitable for catching the woodchuck, skunk, etc. Professional trappers often use it for catching foxes. It is very convenient in form and is strong and reliable.

Spread of Jaws 4½ inches. The No. 2 Trap is called the Fox Trap. Its spread of jaws is the same as the No. 1½ but having two springs it is, of course, much stronger.
Spread of Jaws 5½ inches. This, the Otter Trap, is very powerful. It will hold almost any game smaller than a bear.

Spread of Jaws 6½ inches. This is the regular form of Beaver Trap. It is longer than the No. 3 Trap, and has one inch greater spread of jaws. It is a favorite with those who trap and hunt for a living in the Northwest and Canada. It is also extensively used for trapping the smaller wolves and coyotes in the western stock raising regions.
Steel Traps.

Spread of Jaws, 6½ inches. In some localities the otter grows to an unusual size, with great proportionate strength, so that the manufacturers have been led to produce an especially large and strong pattern. All the parts are heavier than the No. 24, the spread of jaws greater and the spring stiffer.

Spread of Jaws, 5 inches. The above cut represents a Single Spring Otter Trap. It is used more especially for catching otter on their "slides." For this purpose a thin, raised plate of steel is adjusted to the pan so that when the
trap is set the plate will be a trifle higher than the teeth on the jaws. The spring is very powerful, being the same as used on the No. 4 Newhouse Trap. The raised plate can be readily detached if desired, making the trap one of general utility.

Single Spring. Same as No. 2½ but without Teeth or Raised Plate.

**No. 3¼ NEWHOUSE TRAP.**

Single Spring. Same as No. 3½ but without teeth or Raised Plate.

Spread of Jaws—No. 2¼, 5¼ inches; No. 3¼, 6¼ inches. These traps are the largest smooth jaw, single spring sizes that are made. Professional trappers will find these especially valuable when on a long trapping line, as they are more compact and easier to secrete than the
large double spring traps. The springs are made extra heavy.

Note.—The 21½ is practically a single spring No. 3 and the 31½ a single spring No. 4.

Spread of Jaws, 6½ inches. This trap is the same in size as the No. 4 Beaver, but has heavier and stiffer springs and offset jaws, which allow the springs to raise higher when the animal’s leg is in the trap, and is furnished with teeth sufficiently close to prevent the animal from pulling its foot out.

Clutch Detachable—Trap can be used with or without it.
Spread of Jaws, No. 23, 5½ inches; No. 24, 6½ inches. The inventor of this attachment claims to have had wonderful success with it in taking beaver. The trap should be set with the clutch end farthest from shore. The beaver swims with his fore legs folded back against his body, and when he feels his breast touch the bank he puts them down. The position of the trap can be so calculated that he will put his fore legs in the trap, when the clutch will seize him across the body and hold him securely.

In response to a demand for a new model of the Newhouse Trap especially adapted to catching wolves, the manufacturers have perfected a trap which is numbered 4½ and is called the "Newhouse Wolf Trap."
This trap has eight inches spread of jaw, with other parts in proportion, and is provided with a pronged "drag," a heavy snap and an extra heavy steel swivel and chain, five feet long, warranted to hold 2,000 pounds. The trap complete with chain and "drag" weighs about nine pounds.

Spread of Jaws, 9 inches. This trap is intended for catching small sized bears. In design it is exactly like the standard No. 5 Bear Trap, only that the parts are all somewhat smaller. Weight, 11 1/2 pounds each.

Spread of Jaws, 9 inches. This trap is identical with No. 5 excepting that the jaws are offset, making a space five-eighths inch between them. This allows the springs to come up higher when the bear's foot is in the trap, and thus secure a better grip. Also there is less chance of breaking the bones of the foot. Weight, 11 1/2 pounds each.
Spread of Jaws, 11 3/4 inches. This trap weighs nineteen pounds. It is used for taking the common black bear and is furnished with a very strong chain.

Spread of Jaws, 11 3/4 inches. To meet the views of certain hunters whose judgment is respected, the manufacturers designed a style of jaw for the No. 5 trap, making an offset of 3/4 of an inch, so as to allow the springs to come up higher when the bear's leg is in the trap. This gives the spring a better grip. Those wishing this style should specify "No. 15."
Steel Traps.

Spread of Jaws, 16 inches. Weight, complete, 42 pounds. This is the strongest trap made. We have never heard of anything getting out of it when once caught. It is used to catch lions and tigers, as well as the great Grizzly Bears of the Rocky Mountains.

This cut illustrates Bear Chain Clevis and Bolt, intended as a substitute for the ring on the end of the trap chain, when desired.

With this clevis a loop can be made around any small log or tree without the trouble of cut-
ting to fit the ring. The chain is made five feet long, suitable for any clog, and the prices of bear traps fitted with it are the same as with the regular short chain and ring.

Every trapper knows how difficult it is to set a large trap alone in the woods, especially in cold weather, when the fingers are stiff, and the difficulty is greatly increased when one has to work in a boat. One of these clamps applied to each spring will by a few turns of the thumbscrews, bend the springs to their places, so that the pan may be adjusted without difficulty. No. 4 Clamp can be used on any trap smaller than No. 4 1/2. No. 5 and 6 are strong clamps, carefully made and especially adapted to setting the large traps Nos. 4 1/2 to 6. They dispense with the inconvenient and dangerous use of levers. With them one can easily set these powerful traps. These clamps are also useful about camp for other purposes.
STEEL TRAPS
Describes the Various Makes and Tells How to Use Them. Also Chapters on Care of Pelts, Etc.

This book contains 333 pages 5 x 7 inches and 130 illustrations, printed on good quality heavy paper. Just the book that trappers have long needed: gives the history of Steel Traps, how made, sizes for the various animals with detailed instructions on where and how to set. Contains 32 chapters.

I. Sewell Newhouse
II. Well Made Traps
III. A Few Failures
IV. Some European Traps
V. Proper Sizes
VI. Newhouse Traps
VII. Double and Web Jaws
VIII. Victor, Hawley & Norton
IX. Jump Traps
X. Tree Traps
XI. Stop Thief Traps
XII. Wide Spreading Jaws
XIII. Caring for Traps
XIV. Marking Traps
XV. Flow to Fasten
XVI. How to Set
XVII. Where to Set
XVIII. Looking at Traps
XIX. Mysteriously Sprung Traps
XX. Good Bait
XXI. The Proper Bait
XXII. Scent and Decoy
XXIII. Human Scent and Signs
XXIV. Hints on Fall Trapping
XXV. Land Trapping
XXVI. Water Trapping
XXVII. Some Deep Water Sets
XXVIII. When to Trap
XXIX. Skinning and Stretching
XXX. Handling and Grading
XXXI. From Animal to Market
XXXII. Miscellaneous Information

Scores of old hunters and trappers have written their methods (in addition to the author who for many years trapped and later as editor came in touch with many leading trappers) which are published. Makes no difference what fur-bearing animal you wish to trap, the best methods of its capture are described. Also chapters on how to skin, stretch and handle raw furs.

What publishers say:
"Scores of hunters and trappers who take toll of the wild, have written their experiences for 'Steel Traps,' a useful book for hunters, trappers, guides and boys who delight in the craft of the woods. A. R. Harding, the author and publisher, has collected an immense amount of information in its 330 pages."
—Globe, Boston, Mass.

Price postpaid, Cloth bound, $1.00

A. R. HARDING, Publisher,
106 Walnut Street, ST. LOUIS, MO.
Although the ferret industry is still in its infancy there is a town in Northern Ohio that has raised and sold more than a million dollars worth of ferrets during the past fifteen years. This village is often called "Ferretville" and an entire chapter is devoted to it, telling of the first raiser in America as well as those who are raising them there now. The ferret is a domesticated wild animal used to exterminate rats and for rabbit hunting. For rats they are much used in houses, barns, outbuildings, levees, walls, ships, boats, grain elevators, mills, stores or any place where there are rats. If rightly used and handled there is no better or quicker way to rid a place of the pests. Where rabbits are doing an injury to fruit trees, etc., ferrets can be used to advantage. They are also used to some extent on the large western ground squirrel, gopher and prairie dogs. Success has also been had when using on mink, skunk, coon and other fur-bearing animals.

This book tells how to raise, train and use ferrets. Book contains 214 pages and 45 illustrations. There are 21 chapters, as follows:

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This book, *FERRET FACTS AND FANCIES*, shows some of the largest and most up-to-date ferret farms in America as well as hutch designs and pens of the small raisers from photographs.

This book bound in cloth will be sent postpaid to any address for $1.00

A. R. HARDING, Publisher,
106 Walnut Street, ST. LOUIS, MO.
FUR FARMING
A Book of Information on Raising Fur-Bearing Animals, Telling
all About Enclosures, Breeding, Feeding, Habits, Care, Etc.

THIS book is now in its FIFTH EDITION. It is
the recognized authority on raising all kinds
of fur-bearing animals. All of the questions
asked, or you may wish to know, are answered in
detail in this book. It is the only guide for those
who are contemplating the raising of fur-bearers
for profit, and its accurate descriptions of the
animals and their habits, when in the wild state,
makes it interesting and valuable to all.
The information has been secured from reliable
sources, mainly from those who have already
raised the various animals. A part was taken
from the United States Government reports of
their investigations.

Foxes—More than forty pages are devoted to foxes. The business of
handling valuable foxes as carried on in Canada is explained.

Mink—The chapter on Mink Raising is more complete than in the
earlier editions and as well illustrates a minkery showing: 1st, floor plan;
2nd, end view; 3rd, completed building.

Marten--A chapter on Marten Raising has also been added.

Skunk—This chapter contains 35 pages of information as well as 11
illustrations. One of the illustrations shows skunk skins and how they
are graded. Removing scent sacs is fully explained and illustrated by
two drawings or diagrams showing the scent sacs and how far and
where to cut to expose sacs and ducts. After looking at these and read-
ing explanation anyone can easily remove the scent sacs.

CHAPTER HEADINGS—Read them and it will be seen at once that this
is a very practical book, covering the subject of Fur Raising or Fur
Farming thoroughly. Book contains 278 pages, 5x7 inches, printed on
good paper, with 49 illustrations and drawings. The book contains 16
chapters as follows:

I. Supply and Demand
II. What Animals to Raise
III. Enclosures
IV. Laws Affecting Fur Farming
V. Box Trap Trapping
VI. Fox Raising
VII. Fox Raising in Canada
VIII. Skunk Raising
IX. Mink Raising
X. Uroctium Raising
XI. Mouse Raising
XII. Raccoon Raising
XIII. The Beaver and the Otter
XIV. Marten Raising
XV. Killing, Skinning & Stretching
XVI. Deer Farming

If you have ever thought of raising fur-bearing animals, better send
for this book at once. Maybe after reading you will conclude to go into
the business, for there has been money made at the business and will be
for years to come by those who are suited to the industry—the book tells
this and lots more.

This book bound in cloth will be sent postpaid to any address for $1.
A. R. HARDING, Publisher, 106 Walnut St., ST. LOUIS, MO.
Fox Trapping
A Book of Instructions Telling How to Trap, Snare, Poison and Shoot. A Valuable Book for Trappers.
Contains about 200 pages and 50 illustrations divided into Twenty-two Chapters as follows:

1 General Information 10 Wire and Twine Snare 16 Experienced Trapper
2 Baits and Baiting 11 Trap, Snare, Shooting and Poison 17 Reynard Outwitted
3 Foxes and Odor 12 My First Fox 18 Fox Shooting
4 Chaff Method, Scents 13 Tennessee Trapper’s Method 19 A Shrewd Fox
5 Traps and Hints 14 Many Good Methods 20 Still Hunting the Fox
6 All-round Land Set 15 Fred and the Old Trapper 21 Fox Ranches
7 Trap Set 16 Unusual Ways 22 Steel Traps
8 Trapping Red Fox 17 Indian Methods 23 Steel Traps
9 Red and Grey

If all the methods as given in this book had been studied out by one man and he began trapping when Columbus discovered America more than four hundred years ago, he would not be half through.

Cloth Bound $1. Postage Included

Mink Trapping
A Book of Instructions Giving Many Methods of Trapping. A Valuable Book for Trappers
Contains nearly 200 pages and over 50 illustrations divided into Twenty Chapters as follows:

1 General Information 11 Unusual Ways
2 Mink and Their Habits 12 Illinois Trapper’s Methods
3 Size and Care of Skins 13 Experienced Trapper’s Ways
4 Good and Lasting Baits 14 Many Good Methods
5 Bait and Baiting 15 Salt Set
6 Places to Set 16 Log and Other Sets
7 Indian Methods 17 Points for the Young Trapper
8 Mink Trapping on the Prairies 18 Proper Size Traps
9 Southern Methods 19 Deadfalls
10 Northern Methods 20 Steel Traps

The methods as published are those of experienced trappers from all parts of the country. There is money made in catching mink if you know how. After reading this instructive book, you will surely know. If you only catch one more prime mink it will pay for the book several times.

Cloth Bound $1. Postage Included

A. R. HARDING, Pub., 106 Walnut St., ST. LOUIS, MO.
SCIENCE OF TRAPPING

Describes the Fur Bearing Animals, Their Nature, Habits and Distribution, with Practical Methods of Their Capture.

This book contains 245 pages, 5 x 7 inches, with more than 40 illustrations, many of which are full page of the various fur bearing animals, also several pages of tracks.

The author, Mr. E. Kreps, in his introduction says: "In order to be successful, one must know the wild animals as a mother knows her child. He must also know and use the most practical methods of trapping, and it is my object to give in this work, the most successful trapping methods known. These modes of trapping the fur bearing animals have for the most part been learned from actual experience in various parts of the country, but I also give the methods of other successful trappers, knowing them to be as good as my own. I am personally acquainted with some of the most expert trappers in North America, and have also followed the Indians over their trap lines, and in this way have learned many things which to the white man are not generally known."

This book contains twenty-four chapters, as follows:

1. The Trapper's Art.
2. The Skunk.
3. The Mink.
4. The Weasel.
5. The Marten.
7. The Otter.
8. The Beaver.
10. The Fox.
12. The Bear.
13. The Raccoon.
14. The Badger.
15. The Opossum.
16. The Lynx.
17. The Bay Lynx or Wild Cat.
18. The Cougar.
20. The Pocket Gopher.
21. The Rabbit.
22. Tracks and Signs.
23. Handling Furs.
24. Steel Traps.

The chapter on TRACKS AND SIGNS contains sixteen pages — eleven of description and five of illustrations. The author goes into detail, telling where the tracks and signs of the various animals are most apt to be found. This with an accurate drawing of the footprints, makes the chapter on TRACKS AND SIGNS alone worth dollars to the young and inexperienced trapper, while the distribution, nature, habits, etc., will prove interesting to all. This book is rightly named — Science of Trapping.

Price, postpaid, Cloth Bound. $1.00

A. R. HARDING, Pub., 106 Walnut St., ST. LOUIS, MO.
HUNTING DOGS

Describes in a Practical Manner the Training, Handling, Treatment, Breeds, etc., Best Adapted for Night Hunting, as well as Gun Dogs for Daylight Sport.

This book contains 253 pages, 5 x 7 inches, 45 illustrations showing the various breeds, hunting scenes, etc.

The author in his introduction says: "As if hunting for profit, night hunting for either pleasure or gain and professional hunting generally had no importance, writers of books have contented themselves with dwelling on the study and presentation of matters relating solely to the men who hunt for sport only. Even then the Fox Chase and Bird Hunting has been the burden of the greater part of such books."

Part One—Hunting Dogs.

Chapter
1. Night Hunting
2. The Night Hunting Dog—His Ancestry
3. Training the Hunting Dog
4. Training the Coon Dog
5. Training for Skunk, Opossum and Mink

Part II—Breeding and Care of Dogs.

Chapter
11. Selecting the Dog
12. Care and Breeding
14. Breeding (Continued)
15. Peculiarities of Dogs and Practical Hints

Part III—Dog Lore.

Chapter
18. The Dog on the Trap Line
19. Sledge Dogs of the North

Part IV—The Hunting Dog Family.

Chapter
20. American Fox Hound
21. The Beagle, Dachshund, and Basset Hound
22. Pointers and Setters—Spaniels
23. Terriers—Airedales
24. Scotch Collies, House and Watch Dogs
25. A Farmer Hunter—His Views
26. Descriptive Table of Technical Terms

The contents show the scope of this book and if you are at all interested in hunting dogs, you should have this work. The book is made up not only from the author's observation and experience, but that of scores of successful hunters as well as daylight hunters. This book will not interest the field trial dog men but is for the real dog men who delight in chases that are genuine.

Price, cloth-bound, postpaid, $1.00

A. R. HARDING, Pub., 106 Walnut St., St. Louis, Mo.
Bee Hunting

A BOOK OF VALUABLE INFORMATION FOR BEE HUNTERS. Tells How to Line Bees to Trees, Etc.

The following is taken from the Author's Introduction to BEE HUNTING

MANY books on sports of various kinds have been written, but outside of an occasional article in periodicals devoted to bee literature, but little has been written on the subject of Bee Hunting. Therefore, I have tried in this volume—Bee Hunting for Pleasure and Profit—to give a work in compact form, the product of what I have learned along this line during the forty years in nature's school room.

Brother, if in reading these pages, you find something that will be of value to you, something that will inculcate a desire for manly pastime and make your life brighter, then my aim will have been reached.

The book contains 13 chapters as follows:

I. Bee Hunting.
II. Early Spring Hunting.
III. Bee Watering—How to Find Them.
IV. Hunting Bees from Sumac.
V. Hunting Bees from Buckwheat.
VI. Fall Hunting.
VII. Improved Mode of Burning.
VIII. Facts About Line of Flight.
IX. Baits and Scents.
X. Cutting the Tree and Transferring.
XI. Customs and Ownership of Wild Bees.
XII. Benefactors and Their Inventions.
XIII. Bee Keeping for Profit.

This book contains 80 pages, paper cover.
Price, postpaid, only 30 cents.

A. R. HARDING, Publisher, 106 Walnut St., ST. LOUIS, MO.
FUR BUYERS’ GUIDE
Contains Complete Instructions about Buying, Handling and Grading Furs, Including Size, Color, Quality as well as How, When and Where to Sell.

The chapter headings give a very good idea of this valuable book yet to further explain take the chapter on Mink (XIII.) which goes into detail as follows: Sizes of Stretching Boards; Shape of Cured Skins; Shades of Color and Degrees of Primeness; Selling at Home; Preparing and Shipping to Market. Each of the fur animals are described much the same as mink. The various shades of black, silver and cross fox are described and illustrated as well as the markings on skunk shown and each of the four grades illustrated and fully described. Weasel (ermine) are shown in the white stage also when turning. Raccoon, muskrat, opossum, red and grey foxes, wolves, otter, beaver, bear, badger, marten, lynx,isher, wild cat, civet cat, house cat are all illustrated and fully described as well as a chapter on Sheep Pelts, Beef Hides, and Deer Skins and another on Ginseng and Gold-en Seal.

Much attention is given to GRADE, COLOR, QUALITY as well as sizes—LARGE, MEDIUM, SMALL. More than 160 illustrations are used showing raw furs from all parts of North America with measurements and grade. It also tells WHEN to BUY and WHERE, WHEN and HOW to SELL. This information is of much value to all whether a trapper who sells a few skins only or buyer, collector, dealer.

This valuable book contains Thirty-five chapters as follows:

I. "Wild" and "Tame" Furs.
II. Size, Color, Quality.
III. Methods of Grading.
IV. The Inspection Room.
V. Why Trappers Sell at Home.
VI. Buyers and Collectors.
VII. Buying and Selling.
VIII. Speculation.
IX. Prices of Long Ago.
X. Miscellaneous Information.
XI. Foxes—Black, Silver, Cross, and How to Grade.
XII. Foxes—Red, Gray, Kitt or Swift and How to Grade.
XIII. Mink and How to Grade.
XIV. Muskrat—How to Grade.
XV. Skunk and How to Grade.
XVI. Civet Cat—How to Grade.
XVII. Raccoon and How to Grade.
XVIII. Opossum—How to Grade.
XIX. Wolves and Coyotes and How to Grade.
XX. Otter and How to Grade.

If you handle Raw Furs, Hides, Pelts or Roots it will be to your advantage (as in your pocket) to order at once for FUR BUYERS’ GUIDE contains many valuable suggestions learned from long experience, that the "other fellow" may get onto before you so better send today. This book weighs nearly 2 pounds, contains 370 pages, 160 illustrations and cost me thousands of dollars to print.

Price, postpaid, cloth bound, to any address, $2.00

A. R. HARDING, Pub., 106 Walnut St., ST. LOUIS, MO.