ROYAL CANADIAN ARMY CADETS

SILVER STAR

INSTRUCTIONAL GUIDE

SECTION 7

EO C324.02 – CONSTRUCT SNARES

Total Time: 120 min

PREPARATION

PRE-LESSON INSTRUCTIONS

Resources needed for the delivery of this lesson are listed in the lesson specification located in A-CR-CCP-703/PG-001, Chapter 4. Specific uses for said resources are identified throughout the instructional guide within the TP for which they are required.

Review the lesson content and become familiar with the material prior to delivering the lesson.

Prepare 60 cm (2 feet) lengths of non-ferrous wire for each cadet.

Prepare examples of the different snares and traps for demonstrations on how they work.

PRE-LESSON ASSIGNMENT

N/A.

APPROACH

An interactive lecture was chosen for TP 1 to introduce constructing snares.

Demonstration and performance was chosen for TPs 2–4 as it allows the instructor to explain and demonstrate constructing snares while providing an opportunity for the cadet to practice these skills under supervision.

INTRODUCTION

REVIEW

N/A.

OBJECTIVES

By the end of this lesson the cadet shall have constructed snares.

IMPORTANCE

Non-ferrous wire is a common component in a survival kit. It is used in the construction of snares in a survival situation. It is important for cadets to know how to construct snares because in a survival situation, snares will trap game and provide nourishment.

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Teaching point 1 **Discuss Types of Snares**

Time: 10 min Method: Interactive Lecture

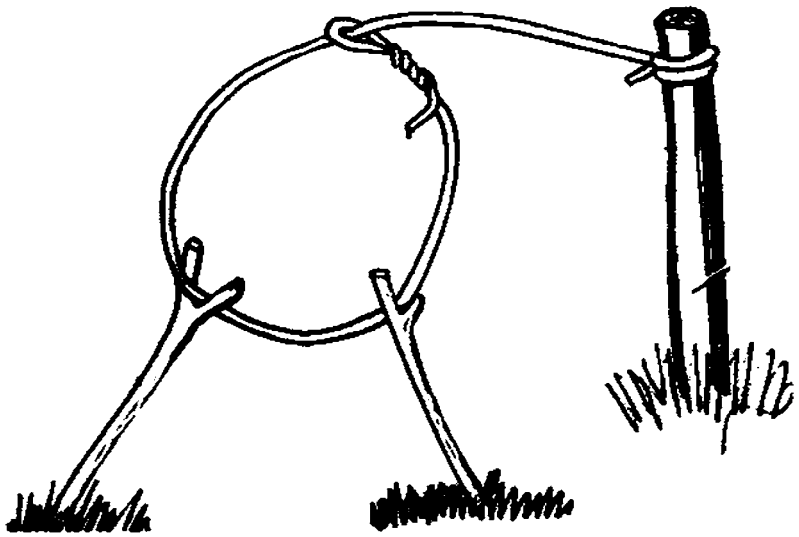
Discuss the different types of snares that can be made to catch wild game.

Snares are the simplest traps and snare wire should be part of any survival kit. Snares are made from non-ferrous wire (wire that is not iron or steel) with a running eye at one end through which the other end of the wire passes before being firmly anchored to a stake, rock or tree. A snare is a free running noose which can catch small game around the throat and larger game around the leg.

TYPES OF SNARES

Simple Snare

A simple snare may be made of non-ferrous wire, string, plant cordage, roots, horse hair, rawhide, dried animal entrails, etc. The best material for constructing a simple snare is non-ferrous wire because it keeps its round shape and is easily twisted to make a loop through which the moving part of the wire will slide.



P. Tawrell, Camping & Wilderness Survival: The Ultimate Outdoors Book, Paul Tawrell (p. 160)

Figure 1 Simple Snare

Squirrel Trap

A squirrel trap is made with several small nooses on an inclined log. The squirrel will pass its head through the noose and fall off the log causing the snare to tighten. The dangling squirrel will not deter other squirrels from being caught.

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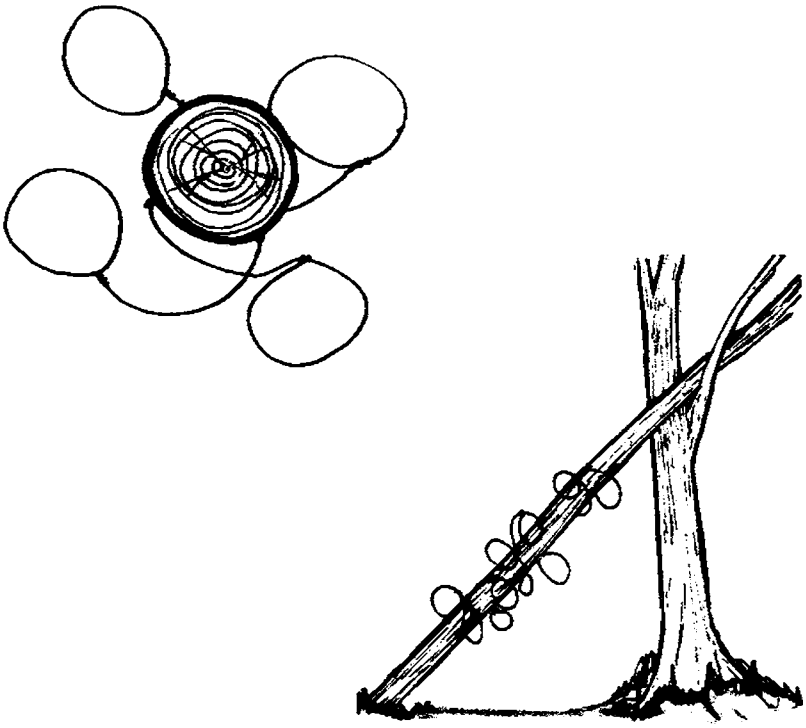

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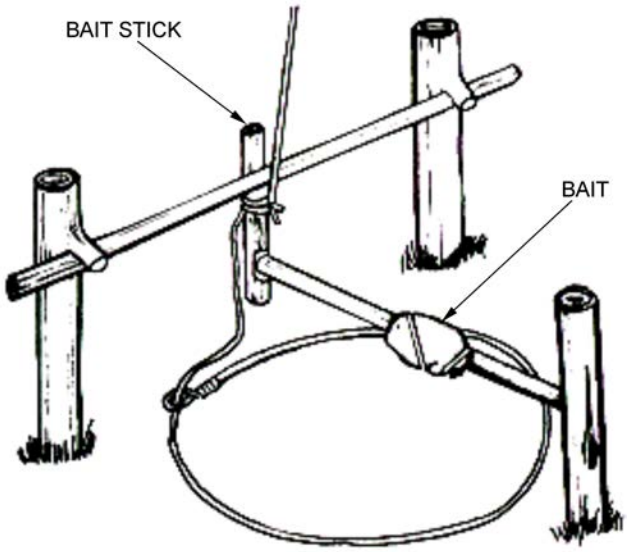
Figure 2 Squirrel Snare

Baited Spring Snare

A baited spring snare tempts game with food. Once caught, the snare will lift game off the ground. The noose is laid on the ground and the bait strung above. As game takes the bait, the trigger is released. The baited spring snare is suited for medium-sized animals, such as foxes. This trap can be located in an open area as the bait will attract animals. A small clearing in the woods is a good site for the baited spring snare.



P. Tawrell, Camping & Wilderness Survival: The Ultimate Outdoors Book, Paul Tawrell (p. 160)

Figure 3 Baited Spring Snare

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CONFIRMATION OF TEACHING POINT 1

QUESTIONS

Q1. Name the three types of snares.

Q2. Which snare is made with several small nooses on an inclined log?

Q3. Which snare has a noose laid on the ground?

ANTICIPATED ANSWERS

A1. The three types of snares are a simple snare, a squirrel trap and a baited spring snare.

A2. A squirrel trap is made with several small nooses on an inclined log.

A3. The baited spring snare has a noose laid on the ground.

Teaching point 2 **Explain, Demonstrate and Have the Cadet Construct a Simple Snare**

Time: 35 min Method: Demonstration and Performance



For this TP, it is recommended that instruction take the following format:

(1) Explain and demonstrate constructing a simple snare while cadets observe.

(2) Explain and demonstrate each step required to construct a simple snare. Monitor cadets as they imitate each step.

Note: Assistant instructors may be employed to monitor the cadets' performance.

SIMPLE SNARE

Constructing A Simple Snare

Instructions for constructing a simple snare:

1. **Select the Site.** Find the game trails or runs, which lead from the animal's home to where it feeds or waters. Look for natural bottlenecks along the route where it will have to pass through (deadwood fall or a place where the track goes under an obstruction). Guidelines to set a snare include:

- **Avoid Disturbing the Environment**. Do not walk on the game trail. Do all preparation off the trail and do not leave any sign that you have been there.
- **Hide Scent.** When constructing or handling traps do not leave a scent on them. Handle as little as possible and wear gloves. Make a trap of the same type of wood that is in the surrounding environment. Each tree gives off its own smell. Animals have an acute sense of smell and may be wary of a different scent. Exposing a snare to smoke can mask any human scent.
- **Camouflage.** Hide freshly cut ends of wood with mud. Cover any snare on the ground to blend it as naturally as possible with its surroundings.

2. **Make the Snare From Wire.** Use non-ferrous wire, to make a loop, fist-width wide, and twist the end of the loop to ensure its stability while allowing the moving part to slide easily.

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3. **Set the Snare.** Keep in mind the type of animal that is being trapped and set the snare above the ground, next to an obstruction on the trail (for a rabbit use four fingers above the ground and one hand width from the obstruction).

4. **Anchor Securely.** Check that the snare is anchored securely, with twigs to support the loop, if necessary. A snared animal is fighting for its life. It will exert a lot of energy in an attempt to escape. Any weakness in the trap will be exposed.

5. **Make a Funnel.** The animal run can be directed to the trap increasing the likelihood of a successful capture. To make a funnel place twigs and boughs and other obstructions that will guide animals into the snare.

ACTIVITY

Time: 25 min

OBJECTIVE

The objective of this activity is to have the cadets construct a simple snare.

RESOURCES

- Non-ferrous wire, and
- Knife.

ACTIVITY LAYOUT

N/A.

ACTIVITY INSTRUCTIONS

1. Divide the cadets into pairs.

2. Provide each pair with non-ferrous snare wire and a knife.

3. Have the cadets construct a simple snare as demonstrated at the beginning of the lesson. Snares shall be constructed to simulate trapping rabbits.

4. Have the cadets tour each site. Debrief the cadets on each snare identifying strengths and weaknesses.

5. Have the cadets disassemble the snares and return materials.

SAFETY

N/A.

CONFIRMATION OF TEACHING POINT 2

The cadets' participation in the activity will serve as the confirmation of this TP.

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Teaching point 3 **Explain, Demonstrate and Have the Cadets Practice Constructing a Squirrel Trap**

Time: 35 min Method: Demonstration and Performance



For this TP, it is recommended that instruction take the following format:

(1) Explain and demonstrate constructing a squirrel trap while cadets observe.

(2) Explain and demonstrate each step required to construct a squirrel trap. Monitor cadets as they imitate each step.

(3) Monitor the cadets' performance as they practice the complete skill.

Note: Assistant instructors may be employed to monitor the cadets' performance.

SQUIRREL TRAP

Instructions for constructing a squirrel trap:

1. **Select the Site.** Find the game trails or runs, which lead from the animals' home to where it feeds or waters. When setting the squirrel trap identify the squirrel's run by locating a worn down route or tracks. Look for natural bottlenecks along the route where the squirrel will have to pass through or over and set the trap in combination with the following guidelines:

- **Avoid Disturbing the Environment.** Do not walk on the game trail. Do all preparation off the trail and do not leave any sign that you have been there.
- **Hide Scent.** When constructing or handling traps do not leave your scent on them. Handle as little as possible and wear gloves. Make a trap of the same type of wood that is in the surrounding environment. Each tree gives off its own smell. Animals have an acute sense of smell and may be wary of a different scent. Exposing a snare to smoke can mask any human scent.
- **Camouflage the Trap.** Hide freshly cut ends of wood with mud. Cover any snare on the ground to blend it as naturally as possible with its surroundings.

2. **Make Several Small Nooses.** Use non-ferrous wire to make a loop, fist-width wide, and twist the end of the loop to ensure its stability while allowing the moving part to slide easily. Make several nooses as illustrated in Figure 4.

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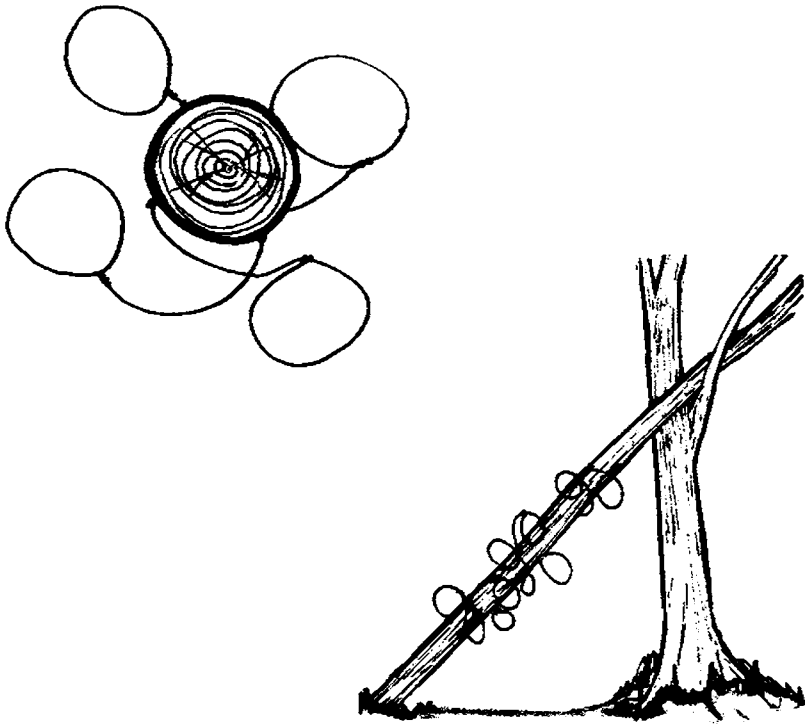

P. Tawrell, Camping & Wilderness Survival: The Ultimate Outdoors Book, Paul Tawrell (p. 160)

Figure 4 Squirrel Trap

3. **Arrange Nooses on an Inclined Trunk.** Arrange several small nooses on an inclined trunk. The squirrel will pass its head through the noose and fall off the log. The dangling squirrel will not deter other squirrels from being caught.

ACTIVITY

Time: 25 min

OBJECTIVE

The objective of this activity is to have the cadets construct a squirrel trap.

RESOURCES

- Non-ferrous wire, and
- Knife.

ACTIVITY LAYOUT

N/A.

ACTIVITY INSTRUCTIONS

1. Divide the cadets into pairs.
2. Provide each pair with non-ferrous snare wire and a knife.
3. Have the cadets construct a squirrel trap as demonstrated at the beginning of the lesson.

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4. Have the cadets tour each site. Debrief the cadets on each snare identifying strengths and weaknesses.

5. Have the cadets dissemble the snares and return materials.



During the debriefing ask cadets how many of them made the traps with their bare hands. Remind cadets how scent can deter animals, and how important it is to try and conceal their scent while setting traps.

SAFETY

N/A.

CONFIRMATION OF TEACHING POINT 3

The cadets participation in the activity will serve as the confirmation of this TP.

Teaching point 4 — **Explain, Demonstrate and Have the Cadets Practice Constructing a Baited Spring Snare**

Time: 35 min — Method: Demonstration and Performance



For this TP, it is recommended that instruction take the following format:

(1) Explain and demonstrate constructing a baited spring snare while cadets observe.

(2) Explain and demonstrate each step required to construct a baited spring snare. Monitor cadets as they imitate each step.

(3) Monitor the cadets' performance as they practice the complete skill.

Note: Assistant instructors may be employed to monitor the cadets' performance.

BAITED SPRING SNARE

A baited spring snare is situated in the open and lures animals to it with food. The bait is laid on the ground or strung above. As the game takes the bait, the trigger is released. When game is caught the trigger bar disengages and the game is lifted off the ground. This snare is good for animals such as rabbits and foxes, as it will trap game coming in both directions and is situated in an open area, as the bait will attract attention.

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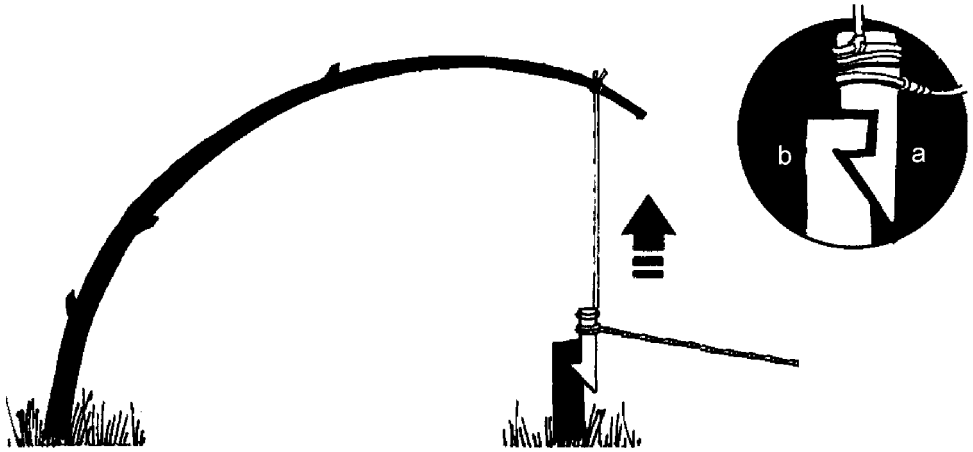
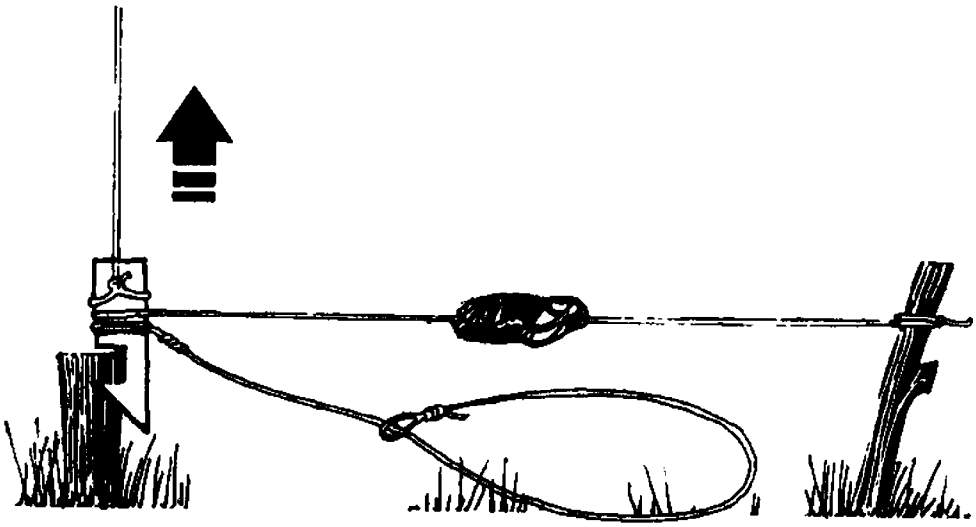


J. Wiseman, The SAS Survival Handbook, HarperCollins Publishers (p. 188)

Figure 5 Squirrel Snare



J. Wiseman, The SAS Survival Handbook, HarperCollins Publishers (p. 188)

Figure 6 Baited Spring Snare

Instructions for constructing a baited spring snare:

1. **Locate a Spring.** Find the game trail or run close to an open area close to a possible spring snare. The spring should be a small tree, two to five years old, that is flexible and can hold the weight of a small animal. The guidelines when constructing a baited spring snare are:

- **Avoid Disturbing the Environment.** Do not walk on the game trail. Do all your preparation off the trail and do not leave any sign that you have been there.
- **Hide Scent.** When constructing or handling traps do not leave a scent on them. Handle as little as possible and wear gloves. Make a trap of the same type of wood that is in the surrounding environment. Each tree gives off its own smell. Animals have an acute sense of smell and may be wary of a different scent. Exposing a snare to smoke can mask any human scent.
- **Camouflage.** Hide freshly cut ends of wood with mud. Cover any snare on the ground to blend it as naturally as possible with its surroundings.

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2. **Make a Trigger Bar.** A trigger bar is the string that stretches across and above the trap (this can be a stick as well). It is created by stretching a string from a stake to the release mechanism. Bait is placed or attached to the string and when moved will release the spring mechanism, catching the animal.

3. **Cut Release Notches.** The release notches are cut to resemble a sharp end with a notch located a few centimetres down from the tip. The notch locks the two bars together until the bar is moved as illustrated in Figure 5.

4. **Bait the Line.** Determine the animal to be caught and bait it accordingly. The bait should be wrapped tightly to the trigger bar or string, forcing the animal to bite the bait roughly. The movement will release the spring.

5. **Set the Noose.** Once all parts have been constructed set a snare on the ground under the bait and:

   a. Attach the snare to the release notch system (Part A as seen in Figure 5).

   b. Attach baited string to release (Notch A as seen in Figure 5).

   c. Drive a stake into the ground with Notch B. The stake must be able to handle the pulling of the spring. Drive the stake in on an angle to add strength to the stake.

   d. Set spring by attaching a string to the tip of the spring. The string should reach release Notch A however the spring must have a bend (bow) in it. When tripped it will release with force pulling the snare, trapping the animal and lifting the animal into the air.

   e. Pull the spring to the ground.

   f. Set release notches together and slowly allow the system to establish tension.

   g. Have the spring and lines hold under the tension of all parts. Any jolt to the system should release the notches and activate the spring, pull the snare and catch the animal.

ACTIVITY

Time: 25 min

OBJECTIVE

The objective of this activity is to have the cadets construct a baited spring snare.

RESOURCES

- String,
- Simulated bait,
- Knife, and
- Non-ferrous snare wire.



Bait can be anything small that attaches to the line. The idea here is to attach something that will simulate the use of bait, luring the game to the trap.

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ACTIVITY LAYOUT

N/A.

ACTIVITY INSTRUCTIONS

1. Divide the cadets into pairs.
2. Provide each pair with non-ferrous snare wire, string, simulated bait and a knife.
3. In pairs, have the cadets construct a baited spring snare as demonstrated at the beginning of the lesson.
4. Have the cadets tour each site. Debrief the cadets on each snare identifying the strengths and weaknesses.
5. Have the cadets dissemble the snares and return materials to the instructor.



During the debriefing ask cadets how many of them made the traps with their bare hands. Remind cadets of how scent can deter animals, and how important it is to try and conceal their scent while setting traps.

SAFETY

The spring snare can be dangerous when setting. Caution cadets to be careful not to accidentally release the spring on themselves. The spring should not lift cadets off the ground, however. the tree can afflict injury to an eye or other body parts.

CONFIRMATION OF TEACHING POINT 4

The cadets' participation in the activity will serve as the confirmation of this TP.

END OF LESSON CONFIRMATION

The cadets' participation in constructing snares will serve as the confirmation of this lesson.

CONCLUSION

HOMEWORK/READING/PRACTICE

N/A.

METHOD OF EVALUATION

N/A.

CLOSING STATEMENT

If a cadet is in a survival situation, the cadet may rely on their training to construct snares and traps to catch wild game to provide their nutritional requirements until rescue.

INSTRUCTOR NOTES/REMARKS

Additional instructors may be required to help with the construction of snares and supervision of cadets during activity sessions.

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Instructors are to clearly communicate that the intent of this lesson is to prepare cadets for a survival situation. Cadets should not be encouraged to actually trap game during this lesson.

REFERENCES

C2-004 (ISBN 1-896713-00-9) Tawrell, P. (1996). *Camping and Wilderness Survival: The Ultimate Outdoors Book*. Green Valley, ON: Paul Tawrell.

C2-008 (ISBN 0-00-653140-7) Wiseman, J. (1999). *The SAS Survival Handbook*. Hammersmith, London: HarperCollins Publishers.

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