

## SOME HINTS ON TRAP MAKING

By Frank P. Frazier

Useful Tools and Material

Traps can be made with the tools found in every home -- but there are some additional tools that can help do the job better and more quickly. They include:

Squeeze Klips and Fliers

(see page 47)

Nail cutters

Long-nosed pliers

Magnetic head tack hammer

Electric bell wire (or equivalent)

#12 &amp; #14 galvanized wire

(for triggers, etc.)

Materials to use include: galvanized welded wire mesh,  $\frac{1}{2}$  x 1", 16 gauge (best for small traps);  $\frac{1}{2}$  or  $\frac{3}{4}$ " hardware cloth (easier to bend, but more apt to skin birds' noses than the wire mesh); mason board (if a floor is desired for use on snow -- or other reason; insect wire (for holding in seed).

Safety Precautions

Be sure there are no sharp edges or points in your trap that might injure the bird (or the bander -- when removing the bird from the trap). Trap walls should be made so a bird cannot extend a wing through far enough to injure itself.

Do not fasten joints with "pigtailed" -- wrap wire around, or solder so that there can be no sharp points or edges.

Noise

Try to construct both automatic and pull string type traps so that they make the least possible noise -- since noise is apt to scare birds about to enter other traps in the vicinity.

Strength

Traps should be strongly made so that they will give good service for a reasonable length of time. Traps must be strong enough to function properly under much handling -- and despite the escape efforts of small mammals (squirrels, for example). Non-rusting material should be used where possible, and the trap painted. (We find that Rustoleum, black, in a spray can -- two coats -- does the job efficiently and easily.)

Make the Setting of Traps Easy

A bander should be able to set traps with one hand. Proper planning of triggers, doors, and de-activating devices will make this operation simple and rapid. To de-activate automatic traps, a length of stiffish wire (such as cut from a wire coat hanger) thrust through the open mesh door and through the back of the trap will hold doors open and hasten the job of resetting.