

Official Northern Manitoba Trappers' Festival

2026 Queen Trapper Rules and Regulations

****Please note – All other copies of rules from previous years are null and void****

*****These rules are subject to change*****

Points Breakdown:

1st – 4 points (\$100), 2nd – 3 points (\$60), 3rd – 2 points (\$50), 4th – 1 point (\$40) ALL EVENTS

EXCEPT SNOWSHOE RACE: 1ST – 7 Points (\$250), 2ND – 6 points (\$150), 3rd – 5 points (\$100), 4th – 4 points (\$75)

Overall Queen Trapper: \$800.00 1st Runner Up: \$500.00 2nd Runner Up: \$300.00

Rookie Award: \$150.00

1. Ice Fishing

Holes will be provided. Each contestant will draw numbers for a choice of holes.

Competitors provide their own hook, line and bait. The winner will be the competitor who catches the most fish in one hour. In the event of a tie, the placing will be awarded to the contestant who caught her final fish first. Species does not matter, nor does size. To ensure the same rules for all competitors only barb less hooks are to be used. Otherwise, the Manitoba Fishing Guide rules will be followed. It is recommended that contestants hold a valid Manitoba fishing license or Status Card.

2. Moose Calling

Each competitor will draw numbers to determine order and will make two calls: cow and bull. Any competitor speaking into the microphone will be disqualified. If a tie breaker is needed, contestants will redo both calls.

3. Goose calling

Order will be in reverse of Moose calling. Competitors will make two calls: alert and spring arrival. If a tie breaker is needed, competitors will redo both calls.

4. Tea Boiling

Each competitor draws a number for choice of fire pit location. Each competitor will be provided with a small box of matches and pail of snow (filled by officials). There will be no sharing of matches and competitors can only use the matches given to them. If a competitor is unable to start their fire, they will not receive any points from the tea boiling, but can be given more matches to get their fire going for the upcoming events. No paper will be allowed. At the start of the whistle, the competitor will run from a specified starting line, pick up their wood, return to their fire pit and proceed with building their fire. The first one to bring their pail of water to a rolling boil is the winner. There is absolutely no fanning of the fires.

5. **Bannock Frying**

This is a judged event with a maximum of 25 minutes allowed. The competitors are provided with cardboard, flour, salt, baking powder, lard and water. The competitor must provide their own bowl and utensils. Timing starts when everyone has their materials, no competitor can start until that time. Competitors are only allowed to use the ingredients that are supplied by the officials. Any competitor found adding any other ingredients will be disqualified from the event. As the bannock is ready for judging it will be placed on individually numbered plates not seen by competitors. The judges are not allowed to watch this event. Judging is based on outer appearance, texture, taste and creativity.

6. **Fish Filleting**

Competitors will be provided with one fish and a piece of cardboard. Competitors will provide their own filleting knife and may bring their own cutting board. Judging is based on number of fillets, appearance (such as skin left on), deboning (all bones need to be removed) and neatness. As the fish is ready for judging it will be placed on individually numbered plates not seen by competitors. Judges do not watch this event.

7. **Fish Frying**

Competitors will be given 20 minutes to fry their fish fillets. They will be provided with cardboard, flour, lard and salt. Competitors are only allowed to use the ingredients that are supplied by the officials. Any competitor found adding any other ingredients will be disqualified from the event. Competitors will provide their own frying pan and utensils. One fillet is to be handed in for judging. As fish is ready for judging it will be placed on individually numbered plates not seen by competitors. Judges do not watch this event. Fish will be judged based on taste, texture, and appearance.

8. **Portage / Pack Race**

Competitors will pack a specified number of packages from one place to another in the least amount of time. Three 8-foot logs will be set up in an "I" position. Competitors will start at the opposite side of the packages, run to the items, pick up one item at a time, run back across the log and "set" item in the bin provided. Competitors will only have to cross the log when they are carrying an item. Items must be placed within the bins. Once all items have been carried over, the competitor must return to the opposite end to the finish. Losing balance on the portage will result in a 3 second penalty, this includes stepping on the cross beams. Dropping any items will result in a 5 seconds penalty and throwing or tossing items into bins will result in a 10 second penalty. The use of spiked footwear is not allowed. Each competitor draws a number to determine order.

9. **Log Throw**

The larger end of the log is the throwing end (unpainted end). The measurement for this contest will be from the center of the starting line (painted orange) to the resting place of the painted end (the log has to flip), no matter how it gets there – rolls count. Each competitor gets TWO throws. The competitor cannot step over the line until the log comes to a complete stop. If they step over the line the throw will count but not be measured. Longest measurement will be taken. Each competitor draws for number to determine order.

10. **3 – mile Snowshoe Race**

Each competitor will provide her own snowshoes. The snowshoes must be measured by officials prior to the race. They must be a minimum of 45 inches when the width and length are added together. Officials will declare “mark”, followed by “set” and a whistle to indicate the start of racing. Competitors **will not** be allowed to start after the official time. False starts will be indicated by one or more additional whistles and will be charged individually. A second false start for an individual will result in disqualification. The route and any turn-a-rounds will be clearly marked.

11. **Trap Setting**

The winner of this event will be the person who has set the designated number of traps in the shortest time. All competitors will be given the opportunity to set all traps once before the contest begins. Live sets only. Each competitor will draw a number to determine order.

12. **Wood Sawing**

One log will be cut. Log must be cut clean. This is a timed event. Saws will be provided. No individual saws will be allowed. Each competitor will draw a number to determine order.

13. **Nail Driving**

Each competitor will have to drive 4 nails. Hammer and nails are provided. Nails must be driven on the line provided. This is a timed event. Nail head must be completely flush with the surface before time is stopped. Bent nails will not be counted. Each competitor will draw a number to determine order.

14. **Axe Throw**

Competitors will throw an axe at a target 18-20 feet away. The target is marked 4, 3, 2, 1. Each competitor gets one practice throw. Competitors will get three throws, their points are counted for each throw. Most points wins. In the event of a tie, competitors will each do a single throw, most points will win.

15. **Leg Wrestling**

Competitors will draw a number to determine who competes against whom. Draw will be determined based on the number of competitors. Double knock-out.

PROTEST RULE: Any competitor wanting to protest an event **MUST** have it in writing and submitted with a \$50.00 (non-refundable fee) within 10 minutes of the event. At this point 2 members of the Northern Manitoba Trappers’ Festival Board Executive will be called to make a decision on the protest. Executive decisions are final. There will be absolutely no late protests of events.

ADDITIONAL NOTES AND RULES:

- Any competitor using foul language, under the influence of alcohol or drugs, interfering with equipment or judging, using own stopwatch or devices which may show unsportsmanlike conduct or jeopardizing the safety of other competitors will be suspended from the Festival competition at the discretion of the Northern Manitoba Trappers’ Festival Queen Trapper director.
- Every competitor must be at **every event ready to begin at start time** (unless otherwise noted) and have whatever equipment is needed for the event (axe, hatchet, filleting knife, frying pan, utensils, fishing rod, tackle, bait and snowshoes etc.) by

their side. Competitors are responsible for their own tools. Committee personnel will not be responsible for any safeguarding of tools. Events will start on time. Once an event has started NO late competitors will be allowed. The event will be scratched.

- **The competitor must be present at the Trappers' Competition Crowning Saturday, Feb. 21th at Trappers' Festival EVENT Headquarters (Wescana Inn) to claim their winnings.**