

# Cash Prizes

Snowshoe Race: 1st Place - \$60.00. 2nd Place - \$40.00 & 3rd Place - \$20.00

All other events: 1st Place - \$25.00, 2nd Place - \$20.00 & 3rd Place - \$15.00

The successful Junior King receives an additional \$150.00 and the runner-up receives an additional \$100.00.

# Schedule

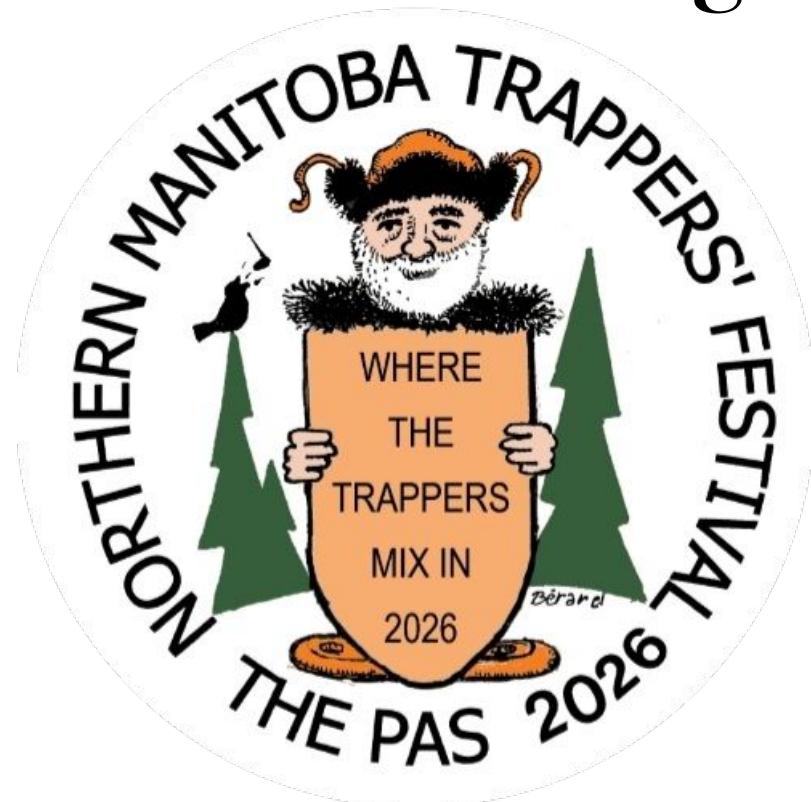
## **Friday, February 20, 2026**

9:00 a.m.	Junior King Briefing at HQ
9:30 a.m.	Junior King Leg Wrestling (HQ)
10:30 a.m.	Junior King Pole Climbing, Pack Race, Log Sawing (Fort)
1:00 p.m.	Junior King Tea Boiling, Bannock Baking (Fort)
4:30 p.m.	Moose/Goose Calling at Library Annex

## **Saturday, February 21, 2026**

10:30 a.m.	Junior King Log Throwing, Nail Driving, Trap Setting (Fort)
1:00 p.m.	Junior King Snowshoe Race (TBD)
3:30 p.m.	Junior King & Junior Queen Crowning (HQ)

# Northern Manitoba Trappers' Festival Junior King



# Rules & Regulations

Director: Beth Whyte

1. All competitors must be between the ages of **12 & 17**, proof of age will be required.
2. All competitors must register at Festival Headquarters before **Thursday, February 19th, 2026 at 6:00 p.m.**
3. Payment of a **\$10.00 entry fee** is required at time of registration.
4. Competitors **must** compete in a minimum of ten (10) individual events in order to qualify for points, any competitor failing to do so will be disqualified from the competition. Any points earned prior to disqualification will be void with placings reallocated to remaining competitors.
5. 1st Place - 30 points, 2nd Place - 20 Points, 3rd place - 10 points.
6. Participants must be in attendance for the Junior King briefing at 9:00 a.m on **Friday, February 20th**.
7. The competitor with the highest total points, and who has complied with all regulations, will be awarded the title of Jr. King Trapper.
8. In the event of a tie, the title will be awarded to the competitor with the most first places.
9. The Director of the event has the right to refuse entry to anyone.
10. The Director's decision will be **final**.
11. Competitors found cheating or contravening the Rules & Regulations of any event will be disqualified from the contest and forfeit the entry fee.
12. Competitors participate at their own risk and **must** sign the consent form and **have** their parent/guardian present to consent to same.
13. Competitors **must supply their own snowshoes and axe**.
14. Position numbers will be drawn for the order of the competition.
15. Any competitor using foul language, interfering with the judging or using unsportsmanlike conduct will be suspended from the competition at the discretion of the NMTF Junior King Trapper Director. Coaching and assistance (both hands on and off) from non-competitors will also not be tolerated.
16. Competitor must be in attendance at Crowning or they will forfeit their winnings.

#### Event Rules

1. **Leg Wrestling:** This event is held at Event headquarters. Numbers will be drawn by all of the competitors with a single knock out format being utilized. The last drawn competitor may have an advancement on the chart. The winner will be determined by their final position.
2. **Pole Climbing:** The competitor who climbs the pole in the shortest time, touching the top pole and yells done will be declared the winner. Points will **only** be awarded to competitors who place their hand on top of the pole.
3. **Pack Race:** This is a timed event where each competitor will run and carry a 50 lb. bag of grain approximately 50 - 75 yards. First one over the finish line wins. The bag is placed on the starting line and the competitor will pick up and carry with them for the duration of the race.

3. **Log Sawing:** A log is placed on a sawhorse and one piece is cut off at the end. A saw will be supplied for the contestants. This will be a timed event with the competitor cutting a section of log in the shortest time to be declared the winner.
4. **Tea Boiling:** Competitors are supplied with matches, wood, and tea pail with packed snow and dish soap. All competitors **must** have their own axe. Each competitor will gather their firewood upon the official signal to start the event. The competitors have the option of utilizing a stick to hold the tea pail or may set the pail right on the fire. The competitor that brings their water to a rolling boil first will be declared the winner. There will be a time-limit of 30 minutes for completion of this event and the event ends after the first 3 places are determined.
5. **Bannock Baking:** This is a judged event with a maximum time of 30 minutes allowed. A plate will be numbered (with the competitors draw) as the judges are not allowed to watch the event. The competitor will be provided with lath, cardboard, flour, salt, baking powder, lard and water. Timing starts when everybody has their product and the competitors cannot start until that time. Judging is based on outer appearance, texture, taste and creativity.
6. **Moose Calling:** This event is held at the Library Annex. Each competitor will make 2 calls: cow and bull. The competitor order will not be known to the judges and the judges will not be able to see the competitors. Competitors will not be allowed to speak over the microphone. Anyone speaking over the microphone or giving away their identity in any way will be disqualified. The use of anything to aid in a better call is strictly prohibited.
7. **Goose Calling:** This event is held at the Library Annex. Each competitor will make 2 calls: lone goose and spring arrival. The competitor order will not be known to the judges and the judges will not be able to see the competitors. Competitors will not be allowed to speak over the microphone. Anyone speaking over the microphone or giving away their identity in any way will be disqualified. The use of anything to aid in a better call is strictly prohibited.
8. **Log Throwing:** The competitor may throw from whichever end of the log they choose. Log **MUST** flip and rolling counts. The measurement will be taken from the center of the start line to the furthest end of the logs. Each competitor gets 2 throws.
9. **Nail Driving:** Each competitor will have to drive 3 nails. Hammer and nails are provided. Nails must be driven into the block provided along the given line. This is a timed event. Nail head must be completely flush with the surface before time is stopped. Fastest time wins, but there will be a five-second penalty for each nail that is bent over.
10. **Trap Setting:** This will be a timed event with the competitor setting traps provided to them in the shortest time being declared the winner. All competitors will be given the opportunity to set all traps once before the contest begins.
11. **Snowshoe Race:** This is a race where competitors must supply their own snowshoes with the competitor finishing in the shortest time being declared the winner. The competitors will run a race of approximately 1½ miles at a place to be determined by the Junior King Trapper Director.