

NORTHERN MANITOBA TRAPPERS' FESTIVAL 2025

King Trapper Rules for Individual Events

"Please note that rules are subject to change!"

"Keeping Traditions Alive in 2025"

Registration for King Trapper Competition is at Festival Headquarters from 10:00 a.m. – 6:00 p.m. Wednesday February 12, 2025 or online at trappersfestival.ca

Registration fee is \$60.00 per person.

Point Value: 1st – 4 pts; 2nd – 3 pts; 3rd – 2 pts; 4th – 1pt

Contestants must compete in 21 of 22 events, any contestant failing to do so will be disqualified from the contest.

Every contestant must be at every event 10 – 15 minutes prior to starting time and have their equipment (saw, axes, chisels, etc.) by their side. Contestants are responsible for their own tools. Committee personnel will not be responsible for any safeguarding of tools.

NOTE: Further, the contestant must be present to receive his prize money at Trappers' Event Headquarters (Wescana Inn Rendezvous Room) following the final event of Day 3. Should one fail to attend, he will forfeit all his winnings.

PLEASE NOTE:

Any contestant using foul language, under the influence of alcohol or drugs, interfering with equipment or with the judging or using their own stopwatches or devices, which may show unsportsmanlike conduct or jeopardizes the safety of the other contestants will be automatically disqualified from the Festival competition at the direction of the Northern Manitoba Trappers' Festival King Trapper Competition Director.

King Trapper Competition Director: Brea Anderson

Thursday February 13

DAY ONE

ICE CHOP: The area will be marked out and the contestants will draw for hole position and order of chop. They must chop/chisel a hole large enough to fit a 9" shovel. This is a timed event. The contestant will use this hole for the ice fishing contest afterwards. Once four time placings are determined, there will be a set time limit of the last place time for the remainder of competition.

ICE FISHING: The contestant will have to open their own holes. Contestants provide their own hook (barbless), line and bait. The winner will be the one that catches the most fish in one hour. In the event of a tie, the placing will be awarded to the contestant who caught his final fish first. Species of fish does not matter.

******NO Cleats or Aggressive tread shoes allowed for running events******

If unsure of your shoes, please talk with the director prior to start of sleigh pull

SLEIGH PULL: This will be a timed event. In this event the contestant must pull a sleigh with a set amount of weight for a distance of 100 ft. The timer will stop once you and the sleigh cross the finish line. There will be a 5 second penalty added for a false start.

PACK RACE: This is a timed event. Each contestant will carry 100lbs. Distance (100 ft.) is marked off at the event place.

PORTAGE: This is a timed event. Contestants will pack a specified amount of packages from one place to another in the least amount of time. Logs will be set up to act as if crossing a creek. Only 1 article to be packed at a time and must be piled neatly on the other side. If the contestant falls off a log, a 5 second penalty will be added to the time each time they fall. There will be a 5 second penalty for an early start, and having items protruding from the designated area. There will also be a 5 second penalty for throwing items on the ground (they must be set down).

CANOE PACKING: This is a timed event. The winner will be the one with the least elapsed time going from the starting line to the turnaround (75 ft.) and back to the starting line. The contestant will be given the opportunity to hoist the canoe before he starts his race. The painted orange to face the front and also 2 inches back of the starting line. There will be a 5 second penalty for an early start or for throwing the canoe.

MOOSE CALLING: Each contestant draws a number to determine order and 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 contestants. Contestants 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. Competitors must open their mouths and show their hands to the director before going into headquarters to make their calls. If found to have anything to aide in a better call, will lead to automatic disqualification.

GOOSE CALLING: Each contestant draws a number to determine order and will make 2 calls: **alert and spring arrival**. The order will not be known to the judges and the judges will not be able to see the contestants. Contestants 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. Competitors must open their mouths and show their hands to the director before going into headquarters to make their calls. If found with anything to aid in a better call, will lead to automatic disqualification.

Friday February 14

DAY TWO

AXE THROWING: This is an elimination event. Contestant will throw an axe at a target 18 – 20 feet away. The target is marked 4, 3, 2, 1. You will have one practice throw and then your next 3 throws will be counted as points. Most points wins.

POLE CLIMBING: This is a timed event. The contestant who climbs to the top of the pole and puts his hand on the top and yells done in the fastest time will be the winner. Pole will be selected and all contestants will climb the same one.

*****WD40 can be used on saw blades for pulp cutting and wood sawing & splitting only**

PULP CUTTING: This is a timed event. The poles are cut down and must be dropped within a 3 foot marked area to control the fall. Logs dropped out of the marked area are disqualified. The pole is then cut into 3 **equal** pieces and then piled. 1 piece of the 3 must be returned to the judge.

WOOD SAWING & SPLITTING: This is a timed event. The middle of the 3 logs cut into 3 pieces of **equal** length; each piece is chopped (cleanly) into 4 pieces. The fastest person to have 11 pieces piled neatly, and one delivered to the judge is the winner. If the wood is not chopped properly, a 10 second penalty will be added on. If the wood pile is not neatly stacked, a 10 second penalty will be added on.

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 start line to the furthest end of the logs. Each contestant gets 2 throws. The log used will be 8 – 10 in length.

TICKY KING MEMORIAL SNOWSHOE RACE

9 Miles, 14.4 kilometers

The event starts at 2:00 p.m. **SHARP**. Contestants are to meet at the designated race area told to them, by the King Trapper Director, by 1:45 p.m.

Each contestant will provide his own snowshoes. The snowshoes must be a minimum of 50 inches when the width and the length are added together. Contestants are to look after their own snowshoe tie-downs if needed.

1st place \$200 and 8 pts.

2nd place \$150 and 7 pts.

3rd place \$75 and 6 pts.

4th place \$50 and 5 pts.

5th place \$25 and 4 pts.

DAY THREE

TEA BOILING: Contestants will draw numbers for position. Each contestant will be provided with waterproof matches and a pail full of snow (filled by officials). No paper will be allowed. When the director says go, the contestants will run and pick up their wood and return to their pit or as otherwise directed. Contestants cannot use snow banks or fences to support the tea boiling stick. The first one that brings their pail to a rolling boil is the winner. No pushing or shoving will be tolerated while running to get supplies. It's an automatic disqualification if there is any amount of spillage. Event ends once there the four placings are determined.

BANNOCK BAKING: Contestants will use the same pits from the previous event, and they will draw new numbers. The judging plate will be numbered. This is a judged event with a maximum of 20 minutes allowed. The contestants are provided with cardboard, flour, salt, baking powder, lard and warm water. The contestant must provide their own frying pan. No other supplies can be used, no foil, etc. Contestants using anything else will be disqualified. Timing starts when everyone has their products and contestants cannot start until that time when the King Trapper Director gives the OK.

No mixing ingredients until the timer starts. 2 bannocks will be made, the best one to the judges and the other one will be made and distributed to the crowd by the contestant.

FISH FILLETING: The contestants will have to fillet a fish into two fillets, de-bone and y-bone removed. They will be judged on appearance.

FISH FRYING: One fillet will be pan fried and judged. The other fillet will be pan fried and served to the public. There will be 15 minutes allowed for this event.

RAT SKINNING: This is a 20 minute timed event. Each contestant must skin and stretch a muskrat. Boards and tacks will be provided

TRAP SETTING: This is a timed event. The winner of this event will be the person who has set the 6 – 8 traps in the shortest amount of time. Traps are provided by the King Trapper Director. All contestants will be given the opportunity to set all traps before the contest begins. These will be live sets. The traps will be put in a milk crate by the Director/Assistant, prior to the start of each competitor starting. If a competitor touches any of the traps or crates once the director/assistant piles them up, then he is instantly disqualified from the event. This event begins with the contestant kneeling down in front of the pile of traps, with their hands on their head. When finished, contestants must put their hands in the air and yell done, for the timers to stop.

FLOUR PACKING: **NOTE – WEIGHT TO ENTER MUST BE 500 LBS & OVER**

The winner of this event will be the contestant that carries the most flour. Each contestant will be allowed 2 carries. The distance carried is 18 – 20 feet. If the first carry is dropped, the contestant is eliminated and does not get a second carry. **Contestants are to help each other with this event.**

- 1st place \$225 and 8 pts.
- 2nd place \$150 and 7 pts.
- 3rd place \$100 and 6 pts.
- 4th place \$75 and 5 pts.
- 5th place \$50 and 4 pts.

LEG WRESTLING: Contestants will be allowed 2 tries, failure to lock legs will result in being locked together. Numbers are drawn by contestants in order to determine placing. If there are an odd number of contestants, a coin will be tossed prior to picking the draw sheet. The low or high number gets the bye, the director calls. Straight elimination. Single Knock out.