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The **COMPLETE HUNTERS
& SPORTSMENS MANUAL
and
TRAPPERS GUIDE**

Gift of C. A. Kofoid

THE COMPLETE

Hunter's and Sportsman's Manual and Trapper's Guide.

Anon

BY "BUZZACOTT"

Author of

The Complete Fisherman and Anglers
Manual, or How to Catch Fish.

156 Pages, 300 Illustrations.

The Complete Camper's Manual, or
How to Camp Out and
What to Do.

136 Pages, 200 Illustrations.

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The Complete Sportsman's Outfitter.

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Western Headquarters for
Sportsman's Hunters
and Anglers
Outfits.

Contractors to
U. S. Governments for
Camp Equipment.

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To the EXPLORERS, HUNTERS and TRAPPERS

Those hardy and fearless pioneers of civilization, who have passed on and on through the wilderness, over plain and forest; opening and spreading civilization, establishing new enterprises; creating as a result a mighty empire of freedom, patriotism and christianity; enabling us to enjoy the choicest gifts of this God's country and nature's paradise. And to the army of American sportsmen who are thus permitted to enjoy sport, such as no other country equals, without wantonly destroying what they can not use, merely to satisfy a killing mania. And to those who will upon reflection, *act* and *aid* in the preservation and propagation of life in our forests and streams—this book is respectfully dedicated by the author.

"Suzacoto"

Chicago, 1903.

B

The First Shot

In the preliminary remarks concerning this the "Complete Hunter's or Sportsman's Manual and Trapper's Guide," the author deems it fitting to state that it is simply a series of instructions covering matters of interest to hunters or sportsmen, who hunt anything of the common variety of the fur and feathered tribes, and includes herein *only such matters* as will be of service to the ordinary sportsman (business man or mechanic) who has neither the time or inclination to make hunting or trapping a study or business; but for he who occasionally loves to take his gun or rifle and go on short trips, seeking sport, change and recreation in the woods or forest, and by his skill in the employment of them bring back trophies of his trip, or food for his family or table, and not for mercenary ends (extinction of everything alive he comes across.) For the professional hunter, sportsman or trapper who spends the bulk of his time in the woods or on the trail, killing anything he can find for gain or love of slaughter, practicing hunting, trapping, etc. for no other purpose than in raking in value of his catch in dollars and cents, this book has not been written.

It is simply a volume of suggestions (not for the professional or skilled hunter) but for those of equal enthusiasm, *but less experience*; and as it is next to impossible for me to go deeply into the subject of hunting or trapping all kinds of game, in a volume of this size, the reader will I trust, pardon its shortcomings in this respect, and accept quality in lieu of quantity, facts instead of stories of personal experiences.

Fraternally the author,
"BUZZACOTT"

Chicago, Ill., 1904.

MEMBER OF

British South African Expedition	1878- 9
Antarctic Expedition, - - - -	1879-81
Voyage to the Arctic, - - - -	1882- 5
Service of United States Government	1885-93
Spanish-American War Campaign,	1898
National Rifle Association of America.	
League of American Sportsmen, etc.,	etc.

I shall always be pleased to hear from brother sportsmen as to their observations, or to advise them on any subject pertaining to hunting or trapping.

Say—This is Sport.

Shot Gun Shooting Outfits

The kind of outfit needed for sportsmen using the shot gun, depends chiefly on the kind of sport indulged in, season of year and shooting ground. It is obvious that different equipment is needed where the hunter's route brings him about marshy waters or low lands, as to that needed by those who frequent the brush, high wooded dry localities, or the open field. **No one outfit can be made to suit all occasions.**

If duck hunting in a boat, where one must keep a portion of the body perfectly still for hours at a time, a different outfit of dress will be required than were one to choose a tramping route around the shores or borders. About marshy, shallow waters, it is essential that the hunter if afoot should be provided with waterproof, light and easy fitting leather boots, so as not to tire the feet. Rubber boots would be apt to render him most uncomfortable, where much tramping around is necessary. On the other hand if little walking is to be done, and that in wet and muddy, oftentimes deep places, rubber boots of the hip variety would be essential. To cover all these requirements I deem it best to divide this chapter on outfits into three portions as follows:

Outfits for Boats; Outfits for Low Lands, Marshes, Etc. and Outfits for Field and Brush Shooting, taking them up in the order named.

We will assume that the first is an outfit for the duck hunter, who usually starts out to his favorite grounds in the fall of the year, and who intends to remain in his boat, or blinds constructed by him, for perhaps hours at a time, here warm, dry foot gear, clothing impervious to moisture will be needed; heavy woolen underclothing, woolen sweater and gloves and heavy hose; in addition a warm canvas, leather or oilskin jacket should be taken along, so as when chilled by a long wait, he

can receive additional protection; warm wristlets and an extra pair of dry woolen socks can be carried in a handy pocket. If decoys are used, a pair of waterproof rubber gloves will come in handy when handling them or wet birds. Stowed in the boat somewhere, should be a small coffee pot and cup with a pocket stove and fuel (all packed inside) and a little coffee and sugar, so as to refresh himself by a warm cup of coffee when needed; for these things, with a bite to eat, enables the sportsman when shooting is good, to spend the day profitably and pleasantly.

If blinds have to be built, a pocket axe, a heavy knife, cords, etc. are essential. If time is to be spent in them, a grass colored rubber blanket will come in handy; and in your shell box plenty of cartridges, a ball of string, and a few weights, etc so as to anchor and manipulate your decoys, or assist you in setting out dead ducks as additional ones. It is essential that **your footwear be both warm and dry**, as of all things cold feet in a boat or blind is distressing. Let the clothes be of dull grass color, always avoiding anything like black as too conspicuous. Even the boat had best be painted yellow so as to resemble the natural color of the grasses, or if winter time when snow and ice prevails, white is better. By all means strive to take along the essential things to make yourself comfortable, for it all contributes to the pleasure of a trip and the success of it.

For the Outfit when tramping around marshes or wet low lands, the footwear is the all important item, and the condition of the locality you frequent should decide what is best to be worn. Personally, except for wading, I dislike rubber boots, (yet there times when they are invaluable.) I prefer a good waterproof leather boot, (water repellent and well oiled) light in weight, easy fitting. A good, heavy woolen sweater with pockets, underneath of which is worn a **shell vest**; this keeps out the cold equal to a leather jacket, and the pockets of the sweater enables one to carry sufficient shells handy, without inconveniently loading them down. **A Bedell Game Skirt and Holder** (see illustration) is a handy article for carrying both game and shells. For headwear a slouch hat or

cap should be worn (the former only in the rainy season) and the cap should be provided with ear flaps for use if necessary. Remember I am speaking now of fall or winter dress; it is unnecessary to dwell on what should be worn at other seasons, as it is an easy matter to divest oneself of superfluous clothing if too warm.

If for Brush or Field Shooting—About the edges of thickets or woods, on dry ground, the boot can be dispensed with entirely (unless you are used to them), for this I would advise if boots are desired at all, those of the three-quarter boot size, but what I prefer is a good stout shoe and a pair of leggings—for this the “hunter’s garb” mentioned in chapter on big game hunting is all to be desired. A sportsman should aim to be so appareled so as to make as little noise as possible; **the more quietly you can pass through the stubble or underbrush**, without disturbing the feathered game you seek, until you are **within range** the better; many a sportsman has been annoyed by the noise his canvas clothing has made, when **trying to steal within range** of a covey of birds that he has located. If hunting with the aid of a good dog, it don’t make much difference, but the less noise your clothing renders, the nearer and quieter you can approach out of range birds **before flushing them**.

The leggings should be of woolen cloth, preferably to canvas, yet if the canvas be covered with cloth or buckskin it will not only be noiseless, but keep out the wet of moist dews or rain on the grass should such conditions prevail. Here the **hunting sweater is again an all important item**. Its color should be as before stated, tan, or if snow has fallen and covered the ground, white is equally as good if not better. One should aim to have his clothing in keeping with the surroundings; usually action keeps the body warm, and such an article as a canvas or leather coat can be dispensed with even the coldest of weather. A good flannel shirt covered with a light vest, if warm underclothing is worn, is **sufficient for even the coldest of weather**. It is unnecessary to lug around a weighty or heavy coat; **the secret is to travel light but right**, and be clad in such garb that will absorb

moisture or heat of the body; and no argument can be brought in favor of canvas, corduroy or leather clothing as being essential, where **activity is indulged in**; where one has to sit in a boat or blind for hours, it is different. Here either canvas, corduroy or leather clothing is eminently satisfactory, but where constant traveling or moving about is possible and necessary, it is vastly different. One of the best arguments in favor of such clothing is the variety and size of pockets, so conveniently placed and distributed about it, forming as they do, a veritable game bag. But as the Bedell Game Skirt (before mentioned) has all these conveniences, the up-to-date sportsman can use his own judgment in the selection of either. In the matter of other equipment needed, note the various chapters under their respective headings—such as Boats, Blinds, Decoys, Shot Guns, etc. mentioned elsewhere.

For other Sportsman's Equipment read our other books, each 160 pages, over 300 illustrations. (See title page.)

The New 5 Shot Automatic Shot Gun (12 Gauge)

As a "Take Down."

The Trap Gun.

The "Messenger" Gun.

The New Automatic Shot Gun

In the brief mention to which we are restricted at this time, we can not do this subject full justice, so merely give an illustration of the new Trap gun and another of the plain gun taken down for carrying. This gun is the invention of John M. Browning, who also invented *nine of the different model rifles and guns made by the Winchester Co*; the three automatic pistols and the machine gun manufactured by the Colt Co.; and the Browning automatic pistol, made by the Fabrique Nationale de Guerre at Liege, Belgium. The latter firm is manufacturing the new Automatic shot gun, and as it also makes the Mauser rifle, and the material of both is similar, the strength of the parts and the workmanship of the new gun need no further comment. No castings are used in the automatic shot gun. The magazine is of cold drawn seamless steel tubing, and the principal parts are drop forged steel, while the barrels are of Cockerill steel, which in the Mauser rifles, withstands pressures several times as great as in this automatic gun. Every one of these guns is proved at the Belgian government proofhouse. Some of the claims for the new gun follow: *It is hammerless, has automatic ejector, single trigger, is a repeater and the slighter recoil does not disturb the shooter's position, so that a second or third shot may be fired quickly and with accuracy.* The gun acts in this wise: At the discharge, the barrel and breech-bolt recoil, locked together, to the limit of their rearward movement, compressing the recoil and action springs, and cocking the hammer, at which point the carrier dog engages the operating slide. The recoil spring now moves the barrel forward, unlocking and opening the breech and ejecting the empty shell. The carrier latch is tripped by a cartridge from the magazine, which is then inserted in the chamber, the breech is closed

and locked by the action spring, and the gun is again ready to be fired by a pressure on the trigger. The magazine holds four cartridges, which, with the one in the barrel, makes five shots at the shooter's command. Cartridges remaining in the magazine while any number of shots are fired do not become headed at the crimp so they will not enter the chamber freely. The gun has two extractors which withdraw the shell positively, even if the head be broken on one side. The hammer is light and quick; the trigger pull is smooth and easy. A safety catch, conveniently located in the trigger guard where it can not be moved accidentally, securely locks the trigger, and as the trigger is also the sear, there is no possibility of the cartridge being discharged by a jar. Then, too, the trigger is so balanced that it can not be jarred off even when not locked.

The gun is as safe as any on the market and in many respects it is the safest, but in addition *to all this there is the solid breech. The receiver is solid on top, which keeps rain, dirt, rain, etc., from falling in; but a point of far greater importance to the shooter, and one to which we wish to call especial attention, is the fact that it is perfectly solid in the rear.* The breech-bolt does not slide out, nor is there any opening of any kind in the rear; consequently *it is impossible*, no matter what might occur, for gas, grease, firing-pin, breech-bolt, bursted head of shell, or anything else to fly back through the receiver into the eyes or face. But three models are made. They are, a plain gun, a trap gun and one for messenger or riot service. All sorts of extras may be had, however, and barrels of different length or boring can be interchanged quickly. The gauge will be 12, and the standard length of barrel 28 inches. The standard gun takes five cartridges, but the company also makes one taking two cartridges.

The take down feature of this automatic shot gun permits the use of *interchangeable barrels* by which the owner can change the gun from a *full or modified choke bore* for field, duck, or trap shooting to a *cylinder bore* for, snap, brush shooting etc., thus having a variety of weapons practically with the one arm by this remarkable weapon.

Types of High and Medium Grade Shot Guns.

Automatic Ejector—"Hammerless" Shot Gun.

The Repeating Shot Gun.

High Grade "Hammerless" Shot Gun.

Medium Grade "Hammer" Shot Gun.

Relative Sizes of Powder, Shot and Ball (exact sizes.)

Preserve This for Reference. Study the Sizes You Use, and Their Results.

WHICH DO YOU USE.

About the Shot Gun

For the *best all round shot gun* I advise the selection of the 12-gauge, weighing about 7 to 8½ lbs. Such a gun as this will be capable of rendering excellent service for almost any purpose for which a shot gun can be used. If possible choose a "Hammerless Ejector," barrels 30 inch either full choke bored, or if you prefer, right barrel modified choke, left full choke. If for duck shooting choose that of the 10 bore variety, about 9 lbs., both barrels full choke.

Choke boring consists of restricting the interior of barrels *near the muzzle* in order to bunch or crowd the shot, securing thereby greater force and penetration for long distance shooting. When this is done away with the bore is termed "cylinder," which for close shooting is excellent; but as the choke bore can be easily made to scatter shot, at the same time carrying it closer and further, greater killing qualities is secured, making it by far the better gun. The popular plan is as stated before, right barrel modified (about half choke more or less) so as to be used for close range; left full choke for long range, thus securing a combination that is considered most effective. With such a gun the shooter by using ammunition of varied charges, can secure almost any results he could possibly desire. Many good shooters select a 32 inch barrel, but like everything else these things are a matter of personal selection, left to the user.

In selecting a shot gun, personally I advise those of American make (of which there are many good ones) or such as L. C. Smith, Parker, Lefever, Ithaca or equal; all excellent weapons, any of which will do the trick of filling your bag, if you are capable; personally I see no great necessity of patronizing the costly imported grades. I will admit their qualities are good, for the merits of such guns as Greener, W. & C. Scott & Sons, etc., are not to be disputed, yet I believe honestly that the money can be put to better advantage in providing shot and shells for practice, so as to render one proficient. No man's abilities are to be judged by the name and grade of the weapon he carries, and American guns can hold their own with any

of them, if handled right. Some of the best shots in the world are using them, and the way they shoot holes into European records with them, should convince anyone of their effectiveness and sterling worth.

By gauging your loads (charging them) according to old and time tried principles, they will be right for any size of game or shooting for which a shot gun can be used, About the next important matter *is in the fit*, it should be brought to the shoulder and aimed at some object, *and if it admits of your bringing it into position without discomfort or stretching your neck*, is light and comfortable, natural like, when to the shoulder, enabling you to sight with ease, this is about all that can be done until you test its shooting qualities by firing practice or use. Many a good gun is blamed, because the purchaser chose the one *the salesman liked the best*. If its too heavy (for you might be a diminutive man) *choose a lighter gun*. All these things are essential points and should not be lost sight of; shooters, like guns vary, so act accordingly; and if you consult a specialist in such things giving him data concerning yourself, experience with other arms, and describing your wants, you will be surprised how well you can be served. If you are a crank on heavy loads let me advise the addition of a good recoil pad, which will lessen considerable the effects of recoil; another little essential to some shooters is a shot gun sight (as illustrated) even the ivory bead being superior to the ones with which they are usually provided.

After selecting these things, about the next important matter is to find out by practice the best loads, adopting and holding to the standard in all cases, until by experience you are enlightened and rendered yourself competent to vary from them, then when you have mastered that knowledge you can adjust matters to your exact requirements by *loading and making your own ammunition* if you choose.

To those about to select a shot gun I advise patronizing some responsible dealer, who has a fair sized stock on hand to select from, thus enabling him to choose for you a weapon exactly as you need it; no responsible dealer will object to your

returning a gun several times until you are thoroughly satisfied, provided you do not use the weapon or abuse his wares; and if you send with your order the necessary amount covering the cost, even a half dozen could be sent you at any distance enabling you to thoroughly satisfy yourself in its selection at your leisure. Too much care cannot be given these things, and mention of the fact should be given as to your size and weight, for it is obvious that a strong, long armed shooter, *requires a different fit* than the small and more delicate formed person, so act accordingly, take your time and secure the right weapon, and do not decide on your purchase until you have the article in your hands, and can in every sense say to yourself, this is just the *gun I have been wanting*, for it fits me right, and with such satisfaction as this, confidence will enable you to secure results that could never be obtained from a weapon that **did not just exactly suit you**. It is an easy matter to please those who know what they want; the greatest difficulty is experienced from those who do not, and my advice to those is in all cases to consult some person whose experience in such matters (as the selection of guns for other and all classes of people) qualifies them to give you the benefit of such experience.

NOTE—Many first class dealers allow shot guns to be targeted before final acceptance.

(See also Points for Shot Gun Shooters.)

"The Duck Hunter's Camp."

Reloading Shot Guns

The quantity of paper shells that are used in a year by shot gun shooters in this country is astonishing; it runs well up into millions, and until of late they were considered as worthless, and were cast away after being once shot. Now, however, the economy of reloading is becoming the universal practice by shooters, for they can now purchase implements *made especially to aid them in that line.*

Economy, however, is not the only consideration. It is an instructive, pleasurable pastime for shooters who like to experiment. Loading and reloading of their own shells enables them to ascertain for their own individual benefit, what may be done with this or that kind of powder, this or that combination of wadding, shot, etc.

While some are contented to have everything done for them, there are those who prefer to do for themselves. The latter are generally those who will know the whys and wherefores, and to such the making of one's ammunition is as interesting and pleasurable as the shooting of it. When black powder was universally used, there was but one style of paper shells, and one size and quality of primers for them, and if a charge varied from one to twelve grains, it did no particular harm. All this has been changed with the coming of smokeless powders, *which will not permit of such a variation.* Therefore, the first and greatest consideration is measuring powder accurately and uniformly. Uniformity in the charge begets uniformity in shooting.

What is a drachm? There has been considerable controversy as to what the standard drachm measure for measuring powder is. Of course, all recognize the fact that a drachm, correctly speaking, is a weight; sixteen drachms make one ounce Avoirdupois, etc., *so a drachm is one-sixteenth of an ounce Avoirdupois (or when converted into grains, Troy or Apothecaries' weight, one drachm Avoirdupois equals 27 11-32 grains Troy.)* When the drachm powder measure was originally made, it was supposed to be of the proper capacity to measure, in bulk, one-sixteenth of

an ounce by weight of black powder, and sporting plack powders were nearly all of the same density. This, however, is not the case with the *various smokeless* powders, the specific gravity of which vary very much.

The original Dixon drachm measure, No. 1105, was intended to hold drachms and fractions thereof in weight, of Curtis & Harvey's T. S. (British) No. 4 black powder. This measure has been generally accepted as the standard. The uniformity of the results when using this or any other dip measure, however, depends upon the uniformity of the action of those using them.

The old-time dipping with a hand measure, and striking the measure off flush, is not regular. Tapping the measure to settle powder, and then striking it off is not uniform. You try to dip at the same speed and depth, through a sufficient quantity of powder, and try to tap always exactly the same number of times, with exactly the same force, yet your own results are variable, and others may not secure the same results that you do.

For our own satisfaction, we carefully tested a Dixon No. 1105 measure, set at *three* drachms, with results as follows:

We first used Hazard's F. F. G. black powder *dipped* from a receptacle holding *sufficient quantity* to insure uniform dipping, and *and without hitting or jarring the measure, but striking it off flush*, we secured 82½ grains, which is within one-half of a grain of the correct weight in grains Troy for three drachms Avoirdupois.

(See the table reducing drachms Avoirdupois weight to grains Troy or Apothecaries' weight.)

Going through the same operation again, and hitting the measure *once* with a common lead pencil, then striking it off, the weight was 84 grains. When hit with a pencil twice, weight was 85½ grains. When hit with a pencil three times, weight was 88 grains, and when jarred by hitting the measure with a knife, which jarred the powder below the edge of the measure, then filling the measure up again and striking it off we secured 92 grains, which you will please note is 9½ grains in excess of the standard weight. Going through the same operation with the New "E. C." smokeless

powder, we secured weights as follows, in their order: 33, 33½, 35½, 36½, 37½ grains.

Now please note that with the Ideal measure set at three drachms, and using Hazard's F. F. G. black powder, the weight secured was 82½ grains, which is identical with the weight secured in the Dixon measure, using the same powder, when the latter is not jarred. This shows pretty plainly that the Ideal measure and the Dixon measure are of the same capacity. We prove this over again, when with the New "E. C." smokeless powder, the Ideal measure when set at three drachms, will be found to throw 33 grains, which is the same as that thrown by the Dixon measure, when it is used by simply dipping and striking off, without any hitting or jarring.

With the Ideal Universal Powder Measure there is no hitting or jarring required. With a simple movement of the handle back and fourth, which all persons can do alike, the quantity delivered will be found regular and uniform. As to which should be the standard, each one must decide for himself. We, however, recognize no standard other than the *Apothecaries' Scales*, to which all manufacturers of powder and ammunition refer when testing for scientific and accurate results.

As most of the tables of charges published by the powder and ammunition manufacturers, in which they state that so many drachms and fractions thereof are so many grains, were obtained by using the Dixon measure, which was jarred one way or another, we would say in reference to such, that with the Ideal measure not being jarred in any way, results possibly may be found slightly under the weights designated in the various tables; all of which, however, is on the safe side, and *positively obviates all danger of overcharges*, which is very essential when using some of the dense high pressure smokeless powders.

As to the fact of how many grains weight of this or that kind of smokeless powder, there may be in one, two or three drachms measure or fraction thereof, we do not say, but we are pleased to state for the benefit of those who desire to secure the grains weight by measure of the various smokeless powders as tabulated, that they can do so by setting the Ideal measures in accordance with the tables on the following pages. These tables are

**Comparison of Weight (by Grains) of Bulk Measure of
Black Powder, with the weight of the same
Bulk Measure of Smokeless Powders.**

The figures in the first column are the graduations on the Ideal Loading Machine, Model 1899, which are for grains weight black powder only. The other columns are comparative weights for same bulk measure.

GRADUATIONS ON MEASURES FOR BLACK POWDER.	GRS.	GRS.	FEYTON		GRS.	GRS.	GRS.	GRS.
			KING'S Semi-Smokeless F. F. G.	BALLISTITE Shot Gun.		WALSRODE Gray Shot Gun.	WALSRODE Green Shot Gun.	WOLF Smokeless Shot Gun.
SMALL MEASURE								
16 equals	6½	7	13½	10½	12	12½	7½	
17 "	7	7	14½	11	13	13½	8	
18 "	7	7½	15	11½	13½	14	8½	
19 "	7½	8	16	12½	14½	15	9	
20 "	8	8½	17	13	15	15½	9½	
21 "	8½	9	18	13½	16	16½	10	
22 "	9	9	18½	14½	16½	17	10½	
23 "	9½	9½	19½	15	17	18	11	
24 "	10	10	20½	15½	18	18½	11½	
25 "	10½	10½	21	16½	18½	19½	12	
26 "	11	11	22	17	19½	20½	12½	
27 "	11½	11½	23	17½	20	21	13	
28 "	11½	12	23½	18½	21	22	13½	
29 "	12	12½	24½	19	21½	22½	14	
30 "	12½	13	25	19½	22	23	14½	
31 "	13	13½	26	20	23	24	15	
32 "	13½	14	27	21	23½	25	15½	
33 "	14	14	28	21½	24½	25½	16	
34 "	14½	14½	29	22	25	26½	16½	
35 "	15	15	30	22½	25½	27	17	
<hr/>								
LARGE MEASURE								
40 "	17	17	33	24	28½	30	20½	
45 "	19	19	37	27	31½	33½	22½	
50 "	21	21	41	30	35	36½	24½	
55 "	23	23	45	32½	38½	40	27	
60 "	25	25	49	35½	41½	43½	29½	
65 "	27	27	53½	39	45	47½	32	
70 "	29	29	57½	42	49	51	34½	
75 "	31	31½	61½	45	52½	55	37	
80 "	33½	33½	66	48½	56½	59	39½	
85 "	35½	35½	70½	51½	59½	62½	42	
90 "	37½	37½	74½	54	63½	66	44½	
95 "	40	40	78½	57	66½	70	46½	
100 "	42	42	82½	60½	70	73½	49	

Comparison of Weight (by Grains) of Bulk Measure of Black Powder, with the Weight of the same, Measure of Smokeless Powders.

The figures in the first column are the graduations on the Ideal Loading Machine, Model, 1899, which are for grains weight black powder only. The other columns are comparative weights for same bulk measure.

GRADUATIONS ON MEASURES FOR BLACK POWDER.	E. C. SMOKELESS No. 1 Shot Gun.	New "E. C." and New SCHULTZE.	VELOX Smokeless Shot Gun.	C. P. W. Smokeless Shot Gun.	ORIENTAL Smokeless Shot Gun.	Robin Hood Smokeless Shot Gun.	LAFLIN & RAND "Infallible" Smokeless For Shot Guns.
GRAINS.	GRS.	GRS.	GRS.	GRS.	GRS.	GRS.	GRS.
16 equals	7½	6½	19½	8½		10	9½
17 "	8	6½	20½	9		10½	10½
18 "	8½	7	22	9½		11½	11
19 "	9	7½	23	10		12	12
20 "	9½	8	24	10½	9	12½	12½
21 "	10	8	25½	11		13	13
22 "	10½	8½	26½	11½		13½	13½
23 "	11	9	28	12		14½	14
24 "	11½	9½	29	12½		15	14½
25 "	12	10	30	13	11	15½	15
26 "	12½	10	31½	13½		16½	16
27 "	13	10½	32½	14		17	16½
28 "	13½	11	34	14½		18	17
29 "	14	11½	35	15		18½	17½
30 "	14½	12	36	15½	13½	19	18½
31 "	15	12½	37½	16		19½	19
32 "	15½	13	38½	16½		20	19½
33 "	16	13½	40	17		20½	20
34 "	16½	13½	41	17½		21	21
35 "	17	14	42	18	15	22	21½
SMALL MEASURE							
40 "	18½	17	47	21	17	27	22
45 "	20½	19	53	24	19	29½	24½
50 "	22½	20½	58½	26½	21	32½	28
55 "	25	22½	64	29	23	35½	30
60 "	27½	24½	70	31½	25	38½	33½
65 "	30	26½	76	34	27	41	36½
70 "	32	29	81½	36½	29	44½	39½
75 "	34½	31	87½	39	31	47½	42½
80 "	36½	33	93½	41½	33	50½	
85 "	39	35	99½	44	35	54½	
90 "	41	37	105½	46½	37	57	
95 "	43½	39	111	49	39½	60	
100 "	46	41	117	51½	41½	63½	
LARGE MEASURE

compiled from samples of powders given to us by the manufacturers, and are changed or approved by them for each issue of our Hand Book. We, however, do not hold ourselves responsible for any changes in the powder that may be made after the tables are printed.

All of the various powders on the market have friends, and all have their own particular merit. It is not for us to advise one as superior to another. The different manufacturers of powder, have by a long series of experiments, demonstrated to their own satisfaction the proper loads of their various powders for the different gauges, so we would advise following the instructions that usually accompany each canister of powder.

Many have an idea that to get strong shooting, they must use a larger wad than the regular sizes that they are loading, and that they must ram the powder and shot as snugly as possible; we believe this is wrong and we would not advise using wads larger than the regular gauge that is being loaded, and in no case should a shell be enlarged beyond its normal size, by using large wads or by excessive ramming. Good elastic wads of the regular gauges are far better as a gas check, than hard wads that are one size larger; elastic wads expand in the gun at the time of discharge, thus preventing any loss of pressure by gas escapement, and they are not so apt to expand the shell when being loaded, unless they are rammed too hard, which would cause trouble at the time of inserting the cartridge in the chamber of the gun. We receive requests occasionally to make the loading chamber a tight fit, to prevent the shell from swelling when large wads are used. To such, we would state that as soon as a large cartridge is expelled from a tight loading chamber, it immediately expands and causes trouble as above. *If the shells are not expanded in loading, there will be no trouble.*

There are almost as many ideas about wadding as there are shooters. Our experience would say that there is no necessity for wads to occupy more than $\frac{3}{8}$ to $\frac{5}{8}$ of an inch of space in the shell. The quantity of wadding that may be required

must be determined by the space to be filled. If dense powders are being used, which take up but little space in the shell, high base shells, that are made especially for those powders, should be used. If shells are to be loaded and kept long before being used, we would advise a field wad on top of the powder. This is placed next to the powder to avoid the possibility of grease destroying the powder if left in a warm place. If cartridges are to be used soon after loading, one good $\frac{1}{4}$ inch pink edge or black edge wad will be all right, followed by a good $\frac{3}{8}$ inch felt wad and a cardboard, on which is placed the shot. If shot is placed on a wad that is too soft, the pellets will sometimes sink deeply into the wad, causing it to keep company with the shot, which is not beneficial. For shells that have been cut off short to be reloaded, we would recommend two $\frac{1}{8}$ inch pink or black edge wads, and a cardboard before the shot. Remember to leave $\frac{1}{4}$ inch for crimping in every case. Hard cardboard wads of large sizes should be avoided, as there is nothing that will destroy the choke in a fine barrel sooner.

Whether shells are loaded by yourself or at the factory, it is well if using a repeating shot gun, to test the cartridges, by inserting them all in the chamber of the gun before putting them in the magazine. This may prevent a jam at a time when it would cost more than the time it takes to gauge them.

Cartridges will sometimes upset in the magazine being jumped together by the recoil of previous discharges. Loaded cartridges should be kept in a dry place, for dampness will cause them to swell.

Cut "O" illustrates the Ideal Loading Machine Model 1899. It is provided with triple graduations, which are as follows: One for drachms and fractions thereof, from $\frac{1}{2}$ drachm to 5 drachms. Another is for grains, from 40 to 140 grains, in marks 5 grains each, for shot gun and larger rifle charges. Still another will accurately measure from 1 to 35 grains, 1 grain each mark; thus the smallest and largest charges desired can be secured. *When the weather is humid and heavily charged with moisture, the cold metal of which*

a measure is composed, may condense the moisture on the inside, and cause the powder to adhere to the sides, therefore at such a time extra care must be exercised in keeping the measures thoroughly dry on the inside. These Loading Machines are made for 10, 12, 14, 16 and 20 gauges only.

For those who desire to load and reload their shells

Cut "O"

we recommend machine with No. — Shell Receiver, for after paper shells have been crimped and fired, the muzzle is left soft and out of true, so that it is impossible to seat proper size wads on the charges, without tearing or distorting the muzzle of the shell.

The cone shaped fingers of No. 2 Shell Receiver (See cut "P") are made of light spring brass and extend downward within the shell, and the wads can slip easily on the metallic surface thus afforded, and be seated on the charge as required. This improved Receiver No. 2 has detachable screw top, and will operate on varying lengths of shells from $2\frac{1}{2}$ to 3 inches in length.

No. 2 Shell Receiver for the Loading Machine has proved so successful for *reloading* paper shells, that we have been requested

by many shooters, who do not load in sufficient quantities to warrant the purchase of a Loading

Cut "P"

Machine, to fit them up a cheaper portable hand implement embodying the same principles. Responsive to these requests, we here illustrate our Straight Line Hand Loader (see cut "Q.") It may be used by being fastened to a bench (which is preferred) or not, as desired. They will be made for 10, 12 and 16 gauge only. Parts "A" and "B" are different for each gauge; the part "C" is the same for all gauges. Those having an Ideal Loading Machine, desiring a portable hand implement to take with them on a trip, may purchase the parts "A," "C" and "D" only, and use the Receiver that is with the Loading Machine, as the part "B" in the "Straight Line" Hand Loader is the same as Receiver No. 2 in the Loading Machine.

Cut "Q"

The Ideal Pocket Powder and Shot Measure is the smallest adjustable dipper made that is graduated for shot and powder. It is graduated from 1 to 1½ ounces of shot, and from 2½ to 3¾ drachms (black powder measure.) There are no screw threads or notches in the adjustments. It can be set instantly to a fractional part of a grain. The illustration "R" shows the handle broken off.

Cut "R"

Shells that have been fired and are to be used over again, should be re-sized and de-capped as soon as possible, and kept in a dry place. If the primers are allowed to corrode in the pockets of the shells, they can not be easily expelled, and the pockets will be weakened. If shells are allowed to get wet after being fired, the hardness and toughness of the paper will be destroyed. The waterproofing, which contains a lubricant, is some-

what extracted by the heat at the time of discharge, thus moisture operates more quickly, causing the shells to swell and the laps of paper to separate, leaving the shells larger end weaker than when they were first withdrawn from the gun. Reject all shells that are torn, *stripped lengthwise, or frayed on inside.*

We do not find the highest price metal lined shells as good for reloading as the medium grades, such as the U. M. C. Smokeless and Nitro Club, Winchester Repeater, Blue and Yellow Rivals, Peters New Victor, etc. If shells expand so they will not enter the chamber of gun freely, they must be resized. It will be found best to resize them before other operations, on account of the metal forming the head and reinforcement in some shells being so thin and light that they are not strong enough to be pushed out of the resizing die without bulging the head. *Such shells are useless.*

Be sure that all shells will enter the chamber of your gun before reloading, and it is well to be sure that all loaded cartridges will chamber freely, especially if you use a repeater.

We find there is a difference in the sizes of the various shot gun chambers. For some guns the shells require to be sized smaller than for others. The Ideal Shot Shell Resizing Die (see cut "S") is a double-ender. If the shells are first driven in the end marked "1," they will be found correct for most guns; if, however, they are still tight, drive them in the other end after being first resized in the end marked "1." Shell Resizing Dies are made for 10, 12, and 16 gauge only.

One of the seemingly insignificant things about reloading paper shells is the re-capping and de-capping.

Cut "S"

There is a great variety of forms and shapes of the inside base, each designed by the manufacturers of the shells to meet the requirements of the various high and low pressure, dense or bulk, smokeless powders with which they are to be loaded. To properly ignite these various powders there has been a great variety of primers manufactured; they have been specially designed to hold the proper charge of the different compounds, and are of different shapes, lengths and diameters, so that to meet the present requirements the simple old style re-capper and de-capper is of no use whatever.

Heretofore, the shells have been held by the outside rim or head with no inside support, and the force required to insert or seat the primer concaves the head of the shell, *thus carrying the top of the primer beyond the proper reach of the firing pin, and causing misfire.* The great variation in the shape and the thickness of the base, together with the variety of lengths and diameters of the primers, makes it impossible for the old style hinged lever, with an inserting punch moving on a circle, to reach the varying heights of the top of the primers, which should receive the pressure centrally on the top, and should be pushed into the pocket of the shell on a straight line.

There is only one part of the shell that has not been changed, and that is the outside dimensions; that part can not be changed very much and fit the various standard chambers of shot guns.

Therefore, the outside of the shell is used for a guide only, in both operations of re-capping and de-capping. The inside stud or pin is small enough to escape all of the various shapes and sizes of the base of the shells, and all shells rest on and are supported on the top of this inside stud, the end of which is small enough to permit either the solid paper base or metallic pocket to rest upon it, and all of the pressure exerted is received on the top of the pin or stud. There can be *no concaving of the head* or receding from the pressure applied on the lever.

The Ideal "Straightline" Re and De-Capper (see cut "T") is claimed will re and de-cap any and all

shells with central fire holes whether of domestic or foreign manufacture, brass or paper, from 10 to 28 gauge, without any extra parts, excepting a a bushing for each gauge. It makes no difference what the shape or size of the shell may be on the inside, or what the thickness of the head, or what primer may be required.

Cut "T"

We would advise expelling the old primers as soon as possible after being fired, or corrosion will weaken the primer pocket, and the old primers will stick as if they were soldered in. If pocket of shell has been corroded, all of the corrosion *must* be scraped out before seating a new primer for the soft copper primers cannot be forced into this corrosion without upsetting.

Cut "U"

Ironing Attachment

When reloading shells that are to be used again the same length as they originally were, without cutting them off, they should be rolled or ironed at the muzzle. This operation hardens and solidifies the soft portion that has been previously crimped. It also straightens out the wrinkles, and leaves the muzzle in better form to receive the wads. If the muzzle of shell is ironed before being inserted in the No. 2 Shell Receiver, it will prevent injury to the springs which is liable to occur by forcing in shells, the muzzles of which are left ragged and doubled up. At every club shoot there are quantities of shells of various kinds used and cast away, most of which may be used again two or three times. The longer ones may be cut off to any length desired, and they will be found as good as new. The Ideal Shell Trimmer illustrated (see cut "U") is a very satisfactory implement for this purpose. With it, shells may be cut off any length, from three and one-quarter to two inches. These Trimmers are made for all sizes from 10 to 28 gauge.

Last, but not least, is the operation of crimping. There is as much depending upon the uniformity and perfection of the crimp, as there is upon any other one thing in loading or reloading paper shells.

Many have an idea that to get strong shooting the whole charge must be rammed very hard, and the powder, shot and wadding crimped as snugly as it is possible to force the loaded shell up against the crimping head, the shortness of the lever on the crimping tool alone preventing the cartridge

from being crushed. Occasional complaints are made that the crimping tool spoiled the shells, and samples of work done have been sent us, as per illustration of end of imperfectly crimped

The same thing may be caused by using too large wadding, or ramming so hard that the body of the shell is enlarged or distorted. Remember that the shot shells are only paper, and that they are made correct in size at the factory. If they are enlarged so that they can not enter the crimping head properly, results may be expected as per illustration "E." A crimping tool that will operate perfectly on an empty shell, should do the same kind of work on one that is loaded, if it has not been distorted in wadding or ramming, or forced too hard in crimping. *Forcing will roughen and spoil a good crimp.*

To insure a perfect crimp, at least one-quarter ($\frac{1}{4}$) of an inch of the shell must be left without wadding, the cartridges should be forced up slowly, and the crank or crimping head revolved rapidly. Do not force shell faster than it is crimped, and when the end of the shell is turned over firmly upon the wadding, stop, and results will be similar to illustrations "C" and "D," showing perfect square and round crimp. Continued pressing after shells are sufficiently crimped, results in injury.

Until the coming of the repeating shot guns the square crimp was universally preferred. The users of the repeating shot guns find that the square crimp will at times catch on entering the chamber when being inserted by the mechanism; therefore, the round crimp is required to obviate that trouble. All heads for Ideal crimpers are furnished with one set of pins each for turning the round and square crimp, as per illustrations "C" and "D."

To properly crimp shells that have been re-loaded, especially those that have not been cut off, but have the soft muzzle, we would advise a straightline crimper, such as Star Crimper No. 1 (See illustration "V.") With such an implement the shells cannot be bent by being cramped.

Cut "V"

shell. This shows that the shell has been forced so hard that it has been upset or enlarged while in the crimping head.

Crimping shells that have been fired, is very unsatisfactory on account of the muzzle of the shell being left dry and without lubrication, which has been extracted by the heat at the time of discharge. This deficiency may be supplied by dipping the end of the shell about one-sixteenth of an inch into hot beef tallow, which penetrates into the fibres of the paper. This may be done after the shells are loaded, before being crimped; anyone trying this will be surprised at the great improvement. When old shells are so treated the crimping on them will be found equal to that on new shells; in fact, it improves the work on many new shells, as some of them have not as much lubrication in the waterproofing as others, and this tallow treatment supplies the deficiency and injures none.

Shells that have been fired and the soft muzzle not cut off, must be forced into the crimper *very slowly*, and the head revolved as *rapidly as possible*.

A head that is correct in size for a new shell, may be too small for a shell that has been fired. An expanded shell can not be reduced in size at the muzzle by forcing it in a small head. The paper will crinkle or fold on one side every time. In such cases, we would advise an extra head that is larger, for the shells that have been fired. When ordering such special head, select several shells that are of the largest size that will go in the chamber of your gun freely, and send them to the manufacturers for special heads to fit.

The Ideal Star Crimpers are the only ones on the market that work positively on a straight line, that will permit of interchangeable heads, followers, and pins, and that will turn the various crimps as shown in illustrations "C" and "D." Only one Star frame is required for 10, 12, 14, 16, 20, 24 and 28 gauge. A different grip is required for the 24 and 28 gauge.

If the few suggestions given in the preceding pages are found of interest or value to the beginner or inexperienced, my work is well done and I am satisfied. If I can be of further service to any of the readers, I will be pleased at all times to answer correspondence, or to supply you with either of my other manuals, as is mentioned on the title page; each of which will be mailed on receipt of your order and 10c. in stamps or coin, by addressing the author.

Reloading and Cleaning Set.

"Shot Guns and Shot Gun Shooters Outfits."

Marsh Shooting for Water Fowl.

See Hints for Shot Gun Shooters, Etc.

Powder Flasbes

Hints to Amateurs.—Use care in filling shells, to obtain uniform loads powder and shot should be accurately measured; try and get them all alike. Don't break the grains by pounding the powder (*and never compress Nitro powders.*)

For Trap Shooting—At inanimate targets the following is a popular load for a 10-gauge gun, 4 drachms *Hazard's Trap Powder No. 2*; two No. 9 and one No. 10 black edge wad (spilt) in order named; one and one-fourth ounces (dipped measure) chilled shot No. 8; one-half of a No. 10 black edge (split) or shot shell crimped. Many shooters prefer three and three-fourths drachms of powder, and this quantity of Trap No. 2 is sufficient. It is desirable to have a light paper wad next to powder to prevent the grease from wads affecting it.

Charges for Breech Loaders—For guns under 8 lbs. in weight, 12 bore, 3 to 3½ drachms *Hazard Powder*, 1½ ozs. shot. 10 bore, 3¼ drachms powder, 1½ ozs. shot.

Guns Over 8 lbs. in Weight—12 bore, 3 to 3½ drachms *Hazard powder*, 1½ ozs. shot. 10 bore, 3¼ to 4 drachms powder, 1¼ ozs. shot.

Exact Amounts—To give satisfactory results can only be determined by repeated trials—Guns like shooters vary. The distribution of shot can be increased either by decreasing the quantity of powder, or increasing the charge of shot. To produce better penetration, increase the powder, decrease the shot.

Hazard's Trap Powder.—No. 1 (fine), No. 2 (medium), No. 3 (coarse). No. 2 is popular for both trap and field shooting, being slightly quicker than F. F. G. Kentucky.

Duck Shooting Powder.—No. 1 fine to No. 6 coarse; finer size for field shooting, the coarser for water fowl.

Look Out For Accidents.—Never compress *Nitro* powders. Black powders require compression, but to do this on *Nitro* powders might lead to serious results (a funeral perhaps.)

For Dupont Smokeless Powder.

Shells.—Use shells adapted to bulk smokeless powder.

Powder.—The best loads for a 12-gauge gun are $2\frac{3}{4}$, 3, and $3\frac{1}{4}$ drachms, standard measure filled and struck. The smaller loads give slight recoil, high velocity, and very close pattern, and are well adapted to general shooting. For a quick, far-reaching load, $3\frac{1}{4}$ drachms is recommended. With this charge a close pattern is maintained and the necessary lead on quartering birds greatly reduced.

Wads.—In general, one trap or field wad, two or three black edge wads, and a thin cardboard wad over the shot will give excellent results. One cardboard, one white felt, with black edge wads to fill, will be found equally satisfactory for use over the powder. Wadding ought to be chosen of a thickness that will leave from a quarter to three-eighths of an inch for a tight crimp and the wads should be seated firmly on the powder charge.

10 gauge guns, 3 to 4 drachms and $1\frac{1}{4}$ oz. shot.

12 gauge guns, $2\frac{3}{4}$ to $3\frac{1}{4}$ drachms and 1, $1\frac{1}{8}$, or $1\frac{1}{4}$ oz. shot.

New Schultze Smokeless.

“E. C.” No. 1, “New E. C.” and “New Schultze” are Bulk Powders.

1 Drachm measure “E. C.” No. 1 weighs 14 grs. avoirdupois. 3 drachms measure “E. C.” No. 1, weighs 42 grains avoirdupois, etc., while 1 dram measure “New Schultze” or “New E. C.” weighs 12 grains avoirdupois, 3 drachms measure “New Schultze” or “New E. C.” weighs 36 grains avoirdupois.

Proper Loads of These Powders are

20 Gauge guns, 2 to $2\frac{1}{2}$ drachms by measure.

16 Gauge guns, $1\frac{1}{4}$ to $2\frac{3}{4}$ drachms by measure.

12 Gauge guns, $2\frac{3}{4}$ to $3\frac{1}{2}$ drachms by measure.

10 Gauge guns, $3\frac{1}{2}$ to $4\frac{1}{2}$ drachms by measure.

8 Gauge guns, $4\frac{1}{2}$ to $6\frac{3}{4}$ drachms by measure.

Always use paper shells adapted to Bulk Nitro Powders, and place enough tight fitting wads over powder, firmly pressed down, to leave about $\frac{1}{4}$ in. of paper for a solid crimp.

The Perfect and Imperfect Crimp.

E—The *imperfect* crimp. C—The *square* crimp.
D—The *round* crimp.

C and D are correct crimps.

Walsrode Powders.—New Green for shot guns 12 gauge, 30 grains; 10 gauge, 38 grains. *Wolf Smokeless*, (the new Walsrode) 12 gauge, 32 to 36 grains or 2 drachms; 10 gauge, 48 to 52 grains or $3\frac{1}{4}$ to $3\frac{1}{2}$ drachms.

Loads for Rifle Powders—(Dupont Smokeless No. 1) 45, 70, 405, 28 grains. 38, 70, 255, 25 grains; for high power rifle use 30 caliber annular smokeless rifle powder; 303 Savage, 29 grains; 30-30 Winchester or Marlin, $26\frac{1}{2}$ grains.

Laflin & Rand (Lightning Smokeless—30-30 Winchester, 23 grains or $1\frac{1}{8}$ drachms; 303 Savage, 27 grains or $1\frac{1}{4}$ drachms; 303 British, 28 grains or 1 and 5-16 drachms.

Walsrode High Pressure Rifle Powder - 30-30 or 303 Savage, 25 grains.

Two good loads for Trap work. No. 1—3 drams Hazard Smokeless. 1 No. 12 trap or field. 1 No. 12 white felt, $\frac{3}{8}$ in. 1 No. 12 black edge, $\frac{1}{8}$ inch. $1\frac{1}{4}$ ozs. No. $7\frac{1}{2}$ chilled shot. Space for good crimp.

No. 2—3 drachms Hazard Smokeless. 1 No. 12 card. 2 No. 12 black edge, $\frac{1}{4}$ in. 1 No. 12 black edge, $\frac{1}{8}$ in. $1\frac{1}{8}$ ozs. No. $7\frac{1}{2}$ chilled shot. Space for good crimp.

Still another one—3 drachms Hazard Smokeless. 1 No. 12 top shot wad. 3 No. 12 pink edge, $\frac{1}{4}$ in. $1\frac{1}{8}$ ozs. No. $7\frac{1}{2}$ chilled shot. Space for good crimp.

Grass Hunting Suits, Shore and Boat Blinds, Calls, Decoys, Etc.

14—Decoy Duck.

6—Shore Blind.

13—Decoy Ducks.

7—Hunting Grass Suit.

8—Hunting Grass Suit.

9—Hunting Grass Suit.

1—Duck Call.

2—Dog Call or Whistle.

3—Snipe Call.

4—Allen Duck Call.

5—Goose and Crane Call.

10—Wading Boots.

11—Boat Blind.

12—Wading Boots.

About Blinds.

(For shore, wear, or boat uses.)

In these days it is unnecessary to go into details as to the methods of *constructing blinds, stands, etc.*, for the reason that the sportsman or duck hunter can obtain them at slight cost, put up in *portable form* for either *wear, boat or shore*, as occasion requires, as a glance at the page of illustrations (which accompanies this article) shows; Grass Hunting Suits being now extremely popular for *wild Goose, Duck, or all kinds of water fowl shooting*. These are made ready for immediate use, of dry, long, tough marsh grass, into suits (cape, coat and hood) convenient to *wear and shoot from*; weighing about 4 lbs. and really making good *snow and rain proof* garments as well. Hunters appreciate these, as it really does away with the *thankless, difficult work of building blinds or bough houses*, so necessary before these were introduced. They fit practically any person, really converting them into a semi-natural growth of *rushes, hay or wheat stack*. If shore blinds are desired, they are made in standard *lengths and rolls of 6x3 feet*, by which a shore blind can be made of any length, size or shape desired, giving ample room for a seat, and supplied even with

"stocks" or supports, to be fastened and set up anywhere. *Usually two of these lengths* construct an admirable, roomy sized "*shore blind*." On the other hand if a "*Grass boat blind*" is desired they are made in lengths of 5 ft. 10 in.

by 27 inches, made to resemble wild rice, rushes, marsh grass, etc.; rolling compactly *in a small roll*, each piece being supplied with sticks which fit into screw eyes screwed in rail (or gunwale) of

The Grass Suit.

boat, making *them easily adjusted*. Usually four pieces are sufficient to go around an ordinary boat, while if desired one side of the boat only need be used for a blind. In the methods of use, or construction, the illustrations convey an accurate idea; while their price is such that many thousands of sportsmen choose to use them in preference to the long and arduous task of building them from material on the grounds, which is a very difficult and sometimes impossible task.

In the arrangement or construction of blinds, it is always best to locate them in such position that the ducks or fowls will not have to first pass over the blinds to reach the decoys, or come within range. No matter how carefully you arrange blinds, ducks can perceive them and are able to distinguish the fraud, (hence they are apt to avoid them.) Again, in arranging your decoys, when ever possible, set them as far out in open water as possible (within range) and to *leeward* of your blinds; although at times to windward is the better plan. This depends greatly on surroundings, for at times conditions are such that one has to tax their ingenuity to do either. The whole secret however, is to so locate and erect your blinds *so as they can not be seen by fowl approaching on the wing*, and to arrange your decoys (head to the wind) in such a way *as they can not be hidden, but are to the contrary in plain view from all directions*. Let them drift off, and with a cord occasionally bring them to your vicinity, as though it were a living flock of ducks moving about from place to place; feeding and resting.

About Decoys, Duck Calls, Etc

The value to the duck hunter of **good decoys** when shooting from shore or boat blinds, cannot be **over estimated**, as by their use many a flock of birds are deceived into approaching, and **even settling amongst** what appears to be a cozy and safe retreat or feeding grounds; not realizing the fraud until the sportsman has thinned their ranks,

by quick and deadly shooting. These are now considered as a most **important part of the duck hunter's outfit**, and are made in infinite variety of forms; so deceptive in appearance as to often get shot at by the sportsmen who are using them, who at times can barely distinguish them from the **real thing**. They are made of wood (folding) in imitation of Mallard, Canvas Back, Red Head, Blue Bill, Pin Tail, Widgeon, Sprigtail, Blue Winged Teal, etc. (even with glass eyes) weighing when packed, from **7 lbs. per dozen to 30 lbs.** Again they are made of **waterproof cloth over wire frames**, with anchors complete, each being a size of 16x14x7 inches; being very compact and weighing about 1 lb. each; a dozen of which packs into the **handy box shown in illustration which heads this chapter**. Others of canvas, all painted, durable and lifelike, weighing 7 to 14 lbs. per doz. according to grade and kind.

If geese decoys are desired, these are made so as **to be set up on land for field shooting**, weighing from 14 to 24 lbs. a dozen, according to grade and price. In the matter of "**Calls**" many sportsmen of long experience can imitate and send forth calls with a degree of marvelous imitation, while others cannot even pucker up their lips and whistle. For this all sorts of excellent calls are provided, among which the "**Allen Duck Call**" has

won its way to the heart of the most **skeptical sportsman** or duck hunter. By their means **Snipe, Turkeys, Ducks, Geese, or Cranes** can be perfectly imitated, if the well known kinds be selected. The sportsman should however, use care in the selection of those that have not been found by extensive use, to be perfect. The most well known grades being illustrated in connection with the Blinds and Decoys shown elsewhere.

In the setting out of decoys, many sportsmen **make the mistake** in arranging them in such position that the ducks must necessarily pass over the blinds before they can observe them; this is wrong. Decoys should be always placed so as the ducks will observe the decoys first; otherwise they will surely observe the blinds and detect the fraud; thus they will swerve away. Generally speaking, always set your decoys to leeward of your blinds, well into the open waters, where they can be very plainly observed by ducks that are on the wing. Never set them on the edge of, or in close proximity to your blind, but well out into the opening or clear water, where they can be easily observed and plainly kept in sight. In short the whole secret is in arranging your blinds, so as they can not be observed; and in arranging your decoys so as they can. The more you can conceal your blinds and the more **prominently you can display your decoys**, the better success will attend your efforts.

Broiled Duck and Coffee.

About Boats

One of the most essential things for the duck hunter in particular, sportsmen in general, is the possession of a staunch *yet light and portable boat*. These are made in infinite variety of aluminum, sheet steel, canvas or wood. It should be capable of carrying a good load safely and require but little water, so

as to slide safely over shallow places; beside this it must be capable of being easily lifted on the shoulders and carried from point to point, be a sea or rough water boat and capable of standing lots of hard knocks—in short have *the carrying capacity of a scow*, all the ease of propulsion so noticeable in the clinker boat, and *without its crankiness*. It must be a safety so as not to sink, safe on treacherous streams and rapids, capable of not being damaged by snags or rocks. The birch bark canoe has all these points *except for durability*. Hence a score of manufacturers vie with each other to produce an all around boat. To those desiring to purchase, I advise a perusal of the various grades illustrated herein or in the "*Fisherman's Manual*," recommending particularly those that can be packed in small, convenient compass, and stored in a chest, so as to be *shipped as baggage*. Some of these boats (notably the Clark-Devine) are so arranged as to form a packing case for tent and other portions of a sportsman's outfit; or if a still more portable boat is required, *the Osgood Folding Canvas Boat* is all that is to be desired. Another excellent boat extremely popular is the *Mullins Steel Boat*; or

STANDARD TYPES of (Portable) HUNTING and FISHING CANOES

Portable Double End Hunting Canoe. (Bent's Model.)

Oskosh.

The Portable Hunting Skiff. (Oskosh.)

The Duck Hunter's Favorite.

Combined Oar or Paddle.

**For Other Styles of Portable
Boats—See Fisherman's
Manual.**

The "Clark-Devine" Portable Sectional Boat and Oar

A Trunk when shipped.

Depth 13 inches

Weight 100 lbs.

Size 12x3 feet.

An ideal fishing or hunting boat.

For three persons.

For other kinds of Boats, see Fisherman's Manual.

Entire Boat Packed.

Can be shipped as baggage and will hold a 300 lb. camp outfit besides.

Patented March 28, 1893.

Entire Camp Outfit can be carried inside packed boat, and shipped as baggage.

in fact any of them illustrated herein or those mentioned in the "Fisherman's Manual." Many of these boats are supplied with air chambers, rendering them practical life boats.

These steel boats are built of heavily galvanized "Appollo" steel. Each strip is cut from a special pattern and made to conform without strain to the beautiful curves that distinguish this line of boats from all other craft, and gives to them that graceful poise in the water that is distinctive, and draws forth praise from all who see them. The lapping, seaming or grooving of the steel strips is by a new process, used only in these boats. By its use leakage is absolutely impossible. The steel boat will last forever. It cannot rot. The heavy galvanizing protects it from rusting, and it is so staunch that a blow from an axe that would fell an ox will hardly dent a good steel boat. They have been severely tried out in stumpy water where wood boats had been stove in numerous times; they have been taken down rocky rapids in trout streams and came through uninjured, where a wooden boat of equal dimensions could not have been made strong enough to stand the knocks and jars. They will not check or crack nor get out of shape, because there is no strain anywhere, all the pretty curves are natural, and they have a much handsomer, cleaner appearance than the wooden boat that must inevitably become water-soaked and rotten.

The Sportsman's Favorite Boat.

Scenes Along and About Marshes

Wild Fowl Shooting **With Boats** and Decoys.

About Dogs

The prevalent belief at the present day regarding the origin of the domestic dog, is that it is the result of the crossing of various species of wild animals, notably the wolf and jackal, which the Savages were wont to capture when young, confine and train for their own uses. Darwin has shown us **that the fear of man in all animals** is an acquired instinct, for it is a well known fact, of which the writer can testify to from personal observations in the Arctic regions, that both **birds and animals** at times, in interior portions of that country, were so unused to man, that they permitted so near approach that they could almost be caught by hand.

The Savages have been known in all parts of the world, to cross their captured or tamed semi-wild dogs with wild animals, to improve the species. The American Indian's dog or that of the Esquimaux is known to be a species of the wild wolf, and it has been said that the species of stag-deer or sheep hounds, have been crossed with the animals they have been named after. The wolves of Hungary, India, even America are hardly distinguishable to-day from the dogs of these countries; and there are tamed wolves, that in their gentleness, love of their masters, and intelligence shows the true dog-like capacity. Their period of gestation (63 days) agrees; and wolves and jackals when tamed evince the same points, when carressed or petted by their masters; jumping about for joy, wagging their tails, lower their ears, and lick the hands, crouch down, and even throw themselves on the ground belly upwards; or carry their tails between their legs, and howl when hurt or frightened. The habit of barking however, is more or less cultivated, and appears to be capable of being lost and again acquired. The Egyptians, Greeks and Romans bred their war dogs thus; and like the wild animals mentioned, the dog of to-day is mostly

carnivorous, preferring for foods, flesh that is slightly putrid. In drinking it laps with its tongue and never perspires, except by a hanging tongue, and fluid that drops from it.

By the attention of man, dogs have by careful selection and intercrossing, been moulded into infinite variety of forms; retarding certain senses, and increasing others, there are few **human passions** not shared by the domestic dog; many of which has been taught him by his master; for like him it shows anger, jealousy, love, envy, hatred, grief, gratitude, pride, generosity and fear. It is known to sympathize with man, and numerous instances can be cited of its sympathy with other animals. It remembers, and is thus assisted by association of ideas; it is imaginative, which is proven by their dreams of pursuing game in its sleep. It is subject to shame and seems to know when it has done wrong, for it will oftentimes submit to punishment. It shares with man fear of unknown things, and a courageous dog will oftentimes become startled and tremble at the rustle of a leaf if sudden.

In the selection of a dog for sporting purposes, it is an easy matter for the sportsman nowadays to choose the best.

For a water dog—duck hunting, etc., a retriever is essential; a cross between a Newfoundland dog and a setter being a good choice. **If a smaller, yet efficient animal is preferred, a cross between a Setter and Spaniel is desirable, or a Retriever and Spaniel.** The choice of the American Duck hunter being that of the Chesapeake dog.

For Deer hunting, the Deer or Stag Hound is best. For the sportsman away from waters, choose the **Setter or Pointer**, or a cross between both. For the trapper, the **Beagle or Terrier Dog**. For the watch dog, the Mastiff or Bull dog; although the Terrier is equally as good.

It requires much patience and honest work to train a good dog. If you can afford to purchase one, do so slowly; first satisfy yourself that those you purchase from are **reliable in every sense of the word**—otherwise buy a young puppy of the specie mentioned, and train him yourself, or have him trained especially for you by a specialist

in that line. In all cases try and select a dog of a good **liver color**; and if you start out with a liberal supply of patience, firmness and kindness, you can soon possess an excellently trained animal, that time will render very nearly perfect.

One cannot commence too early with a puppy. First see to it that you gain its good will and confidence; get him to like you, to greet your coming, and to grow fond of you. Don't try and commence the training part **too quick**; rather confine your efforts to a participation in its romping, playful innocence; and reward its efforts of play with a few choice bits from your own hands. If it is sullen, deceitful or morose, discard it for a brighter, better one. When its age is such **that it can reason and think**, then teach it little things, like laying down at the word of "down," and when it understands, **insist that it does what you tell it to do**. Enforce obedience. Teach it to pick up little articles and bring them in play; first to pick it up and let you take it from him easily; then to **go and get it**. For a like purpose use the same **words**, always, such as fetch, bring, carry, lay down, look, etc. Punish him only when you must, and do not tax his patience with too long lessons. Better still, if you emphasize your lessons with a certain—**always the same movement of your hand**, of the different lessons you teach him, so as he can recognize that hand signal in lieu of your voice of command **when in the field**. The fewer the words you speak the better. **If a water dog**, never throw him into the water after an object; take and put the object a few steps in first, then throw it farther and farther out, and encourage him by words of praise and petting when he does it. Don't choose cold days at first, harden him gradually, and he will soon be only **too eager** to do **your bidding**, in ice cold waters.

Try and convey to him your meaning by illustration, take for instance teaching him to "down," if he fails to grasp your meaning, force him to lay down by pressing him down—don't be too hasty; it takes time to teach a child—years of it; and you cannot expect to train a good dog in a few weeks. Teach him to put things he brings you into your hands. Keep him around the house, don't let him

wander off with other dogs; punish him when he deserves it, and let the punishment count—don't kick him; and soon he will learn to **obey you**. Teach him to carry your paper, a parcel or package, then to find where it is hidden, and soon he will take pleasure in hunting things you have hidden in almost unheard of places. No animal living has greater intelligence than a dog, and if you have gained his good will and affection he will **die for you**. No human friendship is akin to that of a canine friend; he will stick to you through adversity; bring his bone to share with you if necessary; no matter what happens he will stand by you. Cold, wet or hunger will not tempt him to desert you. Poor faithful beast will make his bed at your grave, refusing food and shelter, to be nigh you—no friendship on this earth can equal it; and in concluding this chapter on the faithful beast, let me give space to the following facts which speak for themselves, which happened in my own great city, Chicago, and which was published in the local papers, extensively, and mentioned in various magazines, books, etc.

Those who have nothing but curses and kicks for, **and who have no use for dogs**, would perhaps be better citizens, did they but possess the same attachments and friendship often exhibited by the dog; particularly by a large, black Newfoundland dog, a few days ago in excessively bitter cold winter weather. For days he was noticed by the **Lincoln Park Police**, intently watching the water; every now and then he would go to the ice and scratch as though trying to dig up something. **All through the bitter cold weather, night and day** he faced the storms of the lake, and the piercing, icy blasts, and could not be coaxed away. The park police finding all efforts to get him away failed, brought him food and shelter, **which he refused**. One morning he was found **dead, frozen stiff**. The supposition was that his master had fallen and was drowned or committed suicide. He was only a dog, yet how many human beings could be found like him. Hence the following poem in commemoration **still lives**.

What Seeks He There?

What seeks he there?
That noble "Landseer" Newfoundland.
Is it obedience to command
That, all unflagging, makes him stand
On the wind-swept shore so bleak and bare?

What seeks he there?
With wistful eyes, twin wells of woe,
With mournful whine so sad and low,
With sentinel tramping to and fro,
On the wind-swept shore so bleak and bare?

What seeks he there?
When halting on his lonesome beat,
He scratches still with bleeding feet,
Where heaping ice and water meet,
On the wind-swept shore so bleak and bare?

What seeks he there?
E'en when his faltering footsteps fail
To longer mark his bloody trail,
He crouches down with anguished wail,
On the wind-swept shore so bleak and bare.

What seeks he there?
It is not food, for proffered meats
With no responsive wag he greets,
But every action search entreats,
On the wind-swept shore so bleak and bare.

What seeks he there?
Is it his master whelmed in the tide,
That piling ice blocks ruthlessly hide?
Is it for him that he watched and died
On that wind-swept shore so bleak and bare?

Again, who has not read that touching reference
to the dog—so often reprinted, as follows; and
which is well known to have been founded on facts.

He has strained the rope which bound him, and at last has
broken free
Too late! for there the steamer bears his master out to sea.
He is but a dog, and yet he has the yearnings of his kind,
And his heart is fairly breaking, that he is left behind.

With an effort he might reach him, if he struggles with a will;
The master has forgotten, but the dog remembers still,
Plunge, the way is long and weary, and the distance grows
more wide,
But he has one hope to guide him, just to reach his master's
side.

Struggling, ever struggling onward, though the water beats
him back,
Struggling while his heart is failing, in the steamer's silver
track;
Struggling with a last vain effort; struggling till his strength
is gone;
So the blue waves close over him, and the twilight hastens on,

Pointers

On the Care of Dogs and a "Tribute to the Dog"

To those who are possessed of a good dog I will give a few suggestions as to the care and treatment of them necessary to keep them in good condition:

Keep them clean. Wash them in cool water, never hot water. Don't over feed

them. Let their meals be given them morning and evening only (unless working in the field hunting.) The best food is clean scraps from the table or well boiled soft mixtures of meats scraps and vegetables, with a meat bone (fresh) uncooked occasionally so as to keep his teeth in trim. Rice, wheat flour, etc., can be used to thicken the stews. In hunting seasons when they work hard give them a liberal allowance of raw meats, so as to build up their strength. Use for bedding fresh straw, burning the old and adding new say weekly. Exercise him often and note carefully any changes in *his condition* which indicates *irregularities or sickness*. Occasionally disinfect his sleeping quarters. Keep his bowels open, his stomach free from worms, clean quarters and regular feeding and you will have but little trouble. Treat him according to his age—as though it were a human being, using even the *same medicine* and you will seldom need a veterinary surgeon's assistance. The most frequent ailments of the dog (common) are distemper, worms, colds, diarrhoea, constipation, mange and fits. These can be treated successfully by the owners (if not allowed to run on) until severe, the *greatest difficulty being in determining the nature of them*. To aid you thus, it is only necessary to write for little *free*

books of the dog and its care, diseases of it, published by the following specialists and to act accordingly. Better still if you would write them a personal letter giving forth the following facts: Breed, age and weight; condition as to flesh, skin coat, appetite, bowels and urinary organs; positions and actions of the animal, symptoms and how long noticeable. This will be answered *without cost*. No man deserves a dog if he permits an animal to suffer for the trouble of letter or a *few cents* for treatment. In writing these specialists send a stamped envelope for reply and you will not fail to receive *good advice and attention*. Address, Spratt's Patent, Newark, N. J., for book (Dog Culture;) H. C. Glover, 1278 Broadway, New York City, (Diseases of the Dog, How to Feed, etc.;) Polk Miller, Richmond, Va., (Dog's ailments, How to Treat Them,) you can rely on receiving much information of value and conscientious treatment for the reliability of these firms are only too well known. Many a poor brute has been allowed to *suffer needlessly*, and often the cry "mad dog" raised on some poor dumb animal, suffering only from fits, pursued by an excited and blood-thirsty mob; whereas all the poor beast required was a little medicine or treatment to restore him to his natural condition; and, if these few lines can ever be the means of doing good for the *greatest friend of man* I shall consider myself well repaid for including them here. In conclusion let me again cite another truthful tribute to the dog.

A Tribute to the Dog

"Treat a dog like a man, and you will have a noble animal, treat him like a dog, and you will have a dog that knows more than you do. Proof: He understands your language; you do not understand his."

The best friend a man has in the world may turn against him and become his enemy. His son or daughter that he has reared with loving care may prove ungrateful. Those who are nearest and dearest to us, those whom we trust with our happiness and our good name, may become traitors to their faith. The money that a man has he may lose. It flies away from him, perhaps, when he needs it most. A man's reputation may be sacrificed in a moment of ill-considered action. The people who are prone to fall on their knees to do honor when success is with us may be the first to throw the stones of malice when failure settles its cloud upon our heads. The one absolutely unselfish friend that man can have in this selfish world, the one that never deserts him, the one that never proves ungrateful or teacherous, is his dog. A man's dog stands by him in prosperity and poverty, in health and in sickness. He will sleep on the cold ground, where the wintry winds blow, and the snow drives fiercely, if only he may be near his master's side. He will kiss the hand that has no food to offer; he will lick the wounds and sores that come in encounter with the roughness of the world. He guards the sleep of his pauper master as if he were a prince. When all other friends desert he remains. When riches take wings and reputation falls to pieces, he is as constant in his love as the sun its journeys through the heavens.

If fortune drives the master forth an outcast in the world, friendless and homeless, the faithful dog asks no higher privilege than that of accompanying him, to guard against danger, to fight against his enemies. and when the last scene of all comes, and death takes the master in its embrace, and his body is laid away in the cold ground, no matter if all other friends pursue their way there by the graveside will the noble dog be often found.

PART TWO
"HINTS FOR SHOT GUN SHOOTERS"

(READ ALSO "HITS AROUND THE BULL'S EYE")

Something Wrong.

A Series of Suggestions as to
LOADS, CHARGES, WADS, RELOADING,
SIGHTING, GUNS, SHOT,
POWDER, SHELLS,
Miscellaneous Information, Etc.

Points for
Rifle Users

Hints for
Hunters and
Campers

SEE ALSO "TRAPPERS TRICKS"

Hints for Shot Gun Shooters

The Best Boat for Duck Hunting—A scull boat with cockpit. The Mullins duck boat (steel) painted dead grass color. (See Boats.)

Best Dog for Duck Hunters—Cross between a Newfoundland and Setter, or a Retriever and Water Spaniel, or a cross between the Setter and Spaniel; best color, liver color.

Best Blinds for Duck Hunting—The natural grass or rushes that abound in the vicinity; use plenty of them.

The Best Rifle for Small Game—Or for target practice is of course largely a matter of choice. Either the Stevens, Remington or Winchester are accurate guns. A good choice is the Winchester, 25-20, either single shot or half magazine repeater, equipped with Lyman combination rear sight. Lyman leaf in lieu of the regular rear sight on the barrel and Lyman ivory bead fore sight, it is satisfactory for either smokeless or black powders.

The Best Ammunition—For rifles is that made by Union Metal Cartridge Co., or Winchester Repeating Arms Co.

The Best Shot Gun—Is hard to determine, there are many good ones. The Greener being a splendid weapon; following close comes the L. C. Smith, Parker, Ithaca (American make.)

When Using a High Power Rifle—Fit to the butt of it, a good recoil pad, and have your rifle fitted with a Lyman leaf sight; fold down the crotch, raise the bar and use the ivory bead for front; these are better for shooting trim than any globe peep or crotch sights, which are good for target uses, but not for game killing.

The Best Repeating Shot Gun—The Winchester shot gun is probably the best of its kind, its action is reasonably smooth and reliable. It can be used as a large ball gun, and if proper loaded ammunition is used, is a most satisfactory arm.

The Best Book on Reloading—The Ideal Hand Book for Shooters. Ideal Mfg. Co., New Haven, Conn. (Send postage.)

Try Using the Right Barrel—For objects passing to the left, left barrel for those to the right on long ranges.

A Wire Scratch Brush—Will not scratch the interior of barrels and is invaluable for cleaning a shot gun. Rust can be removed by a rag dipped in kerosene if not pitted in. Wipe well dry and oil afterward or vaseline.

Gun for Brush Shooting—Right barrel cylinder left modified choke bored. For field shooting right barrel modified left full choke. Trap shooting both barrels full choked or first barrel modified choke.

Don't Change—Your gun or rifle if it is a good one. Stick to it. Change your methods which is most apt to be at fault, if faults exist.

Choke Bore Guns—Insure close shooting and good penetration. For shooting at close range a cylinder bore is preferable. Such a gun will shoot spherical bullets up to 50 yards.

Auxiliary Rifle Barrels—Can be placed in temporarily and used in the barrel of a shot gun of 10 or 12 bore.

Chilled Shot—Is better than soft shot in many respects.

To Scatter Shot—Place one wad on the powder, two wads between the shot, over the whole put a thick wad. Never use poor home made wads.

Quick Shooting—is essential when using a shot gun. Shoot the instant your gun points as closely as possible without taking second aim.

Velocity of Shot From a 12-Gauge Gun.

Powder	Drams	Size of Shot	Ounces	Range in Feet	Mean Velocity in feet per second
H	2½	2	1¼	50	1013
H	2½	2	1¼	100	865
H	2½	2	2¼	100	854
D	3	7	1½	100	776
D	3	7	1¼	100	783
D	3	7	1¼	50	855
H	2½	2	1¼	50	995

Plant Wild Rice.—If the sportsmen will do this in the fall of the year, he will be amply repaid for his pains later. Ducks will not linger in waters devoid of food. It is to your interest to plant wild rice.

For Duck Shooting—Use a 10 bore shot gun, 8½ to 9½ lbs., full choke, or a 12-gauge. Best time October and November.

To Scull a Boat—With one oar, place oar over the stern or rear of the boat in a rowlock secured there for the purpose, and thrusting the blade in the water deeply, move it so as to describe as near as possible a series of turns similar to the capital letter L, allowing the blade of the oar to take as large a figure as possible but restricting the movement of your hands to as small a figure as you can. To get the idea better, take a pencil and write a series of capital L in quick succession one under the other without stopping—try it. I have taught a dozen duck hunters the idea by this simple plan.

Decoy Duck Hunting—Try a small bore rifle for out of range birds, cripples, stragglers, etc.

If Ducks Alight—Out of range of your decoys, disperse them lest they attract others from your decoys—go after them.

Ducks Approaching Decoys—And flying with the wind invariably pass over the decoys, then swing around to alight.

Try Tolling—For canvas back or broad bills especially.

Best Time for Duck Shooting—Just before daylight or before dark.

A Slight Noise—Or whistle will often cause ducks to group or close together.

For Wild Geese—Use a 10 bore gun, 4½ drs. powder, 1¼ to 1½ ozs. No. 2 shot. Best time is in snow storm, as they are then bewildered and restless; Mallard also are similarly affected.

If at Forty Yards—A foot seems to far ahead, make it two, keep the gun moving and the bird falls dead.

American Wild Fowl---and Shooting.

Mallard Duck.

Teal Duck.

Duck Shooting on the Feeding Grounds with the
New Automatic Shot Gun.

Canvas Back Duck.

Canada Goose.

American Game Birds.

Sportsman's Favorites.

The Plover.

The Woodcock.

Male and Female Mallards.

The Wood Duck.

The Grouse.

See Points for Shot Gun Shooters, etc., etc.,

Choosing a Shot Gun—Use a cylinder bore for brush shooting; a modified choke for field use; full choke for wild fowl, or a combination of the two of the three; let the barrels be 30 or 32 inch, with the gun weighing about 7 lbs. For duck shooting both barrels full choke is best.

Shot Falling.—A charge of shot will fall 8 inches in 40 to 50 yards.

Shooting at Close Range—The cylinder bored shot gun is preferable.

To Test the Fit of a Shot Gun—Bring it to the shoulder; if you do not have to crane or stretch the neck to sight along the barrels, it is a good fit.

Shooting Spherical Bullets—Use the cylinder bore so as the ball will pass through the barrel easily; it will carry accurately up to 50 yards with force.

To Scatter Shot—Place one wad on the powder, two or three between the shot, and use thin wads, over the whole put a thick wad.

Shell Extractors.—Always carry in a handy pocket a good shell extractor. It is well worth its cost and more.

Reloading Shells.—Good paper shells (not abused) can be reloaded six or more times, with safety.

In Shooting Flying Birds—The aim should be from a few inches to a few feet in advance of the bird, according to distance, speed, etc.; from 3 inches to even 3 feet or more at times.

Don't Shoot—At an incoming bird, wait until it passes you.

A Leather Coat—Should be used for fall or cold weather duck shooting; if too heavy, choose the yellow oilskin or waterproof canvas if wet weather especially.

"Tolling for Ducks."—Attract their attention by waving a red bandanna handkerchief on a stick keeping yourself out of sight; ducks are inquisitive and will often swim up to investigate, unless they are very wild.

Best Boat for Duck Hunting—Mullin's Duck boat. Scull oar rigged with cock pit covered with brush and hay, or rushes as a blind.

Duck Shooters—With a rubber blanket and air cushion can sit or lay on wet ground or marsh all day.

Best Shells to Reload—For shot guns Winchester, Yellow Rival, N. M. C., Nitro Club, New Victor, Peter's, etc.

Use a Cylinder Bore—If you desire to use *round ball or bullet* good for 50 to 75 yards, large game shooting, use a patched ball (to gauge the size of your gun) load 4 to 4½ drachms powder, F. F. G.; $\frac{3}{8}$ felt pad on powder, ball seated *snugly* on top of wad, a little lubricant put around it and a wall of shell as in gallery ammunition.

Twist of Rifle Barrels—A proper twist is one that will spin a bullet fast enough to keep it *point on* to the limit of its range or flight, thus assuring accuracy. If the twist is too slow, the flight of bullets will be untrue and it will "tumble and key-hole," passing through the air longways instead of point on as it should. On the other hand, if the twist is too quick the bullet will *spin too rapidly* rending its flight unsteady, causing it to wobble, spin and hum like a top.

Incoming Birds.—Swing well ahead, keep your gun moving with the bird, pulling the trigger the instant the bird reaches the sight of your barrels.

Side Shots.—Aim and swing with the bird and well ahead, according to distance, wind, etc., hold well ahead, so as the shot will have time to reach him.

Birds Alighting—Or descending hold well under, always ahead of them, so as they will not fly with the shot.

Duck Hunting—In boats, leave the dog home, unless your clothes are waterproof and you don't mind his shaking the water off when he returns to boat. Make a blind decoy out of your boat is better, and use decoys.

Always Steer Clear of Fences—They scare any birds, ducks especially.

In Stormy Weather—Seek for ducks in heavy timbered woods or sheltered places.

Solid Comfort Seat Pad

Prevents you from getting wet and uncomfortable when it's necessary to sit down on a snowy log or in a leaky duck-boat. Worn outside the trousers and instantly detachable. Made from the best materials and durably bound in yellow leather. Absolutely waterproof, and prevents chills, colds, rheumatism and rectal ailments.

Fastens to the trousers by two metallic hooks connected to the pad by adjustable bands of elastic webbing and a narrow

leather strap about each leg midway between the hip and knee. In ordering state width across widest part below hips. Made in two sizes, 16 and 18 inches. Will literally last a lifetime, and is worth the price every day it's used.

The Shot Gun Sight

Is an invention that introduces a new and perfect system of sighting shot guns—so simple and effective that it makes wing shooting easy and certain. The two sights placed on or near the muzzle of gun clearly shows the killing circle.

When the bird is seen between the two sights and is not out of range, it can be bagged. A beginner will be surprised how soon he becomes a good

wing shot. As all double-barrel shot guns cross the center line at about thirty yards, after which the right barrel goes to the left and the left barrel goes to the right, this compensates for that difference, as you can sight directly down the barrel fired, and thus have aim directly in line of charge.

At cross going to the left, sight on left barrel and fire right barrel; and for right, *vice versa*. You will then give the bird the proper lead that will insure it being killed.

A little use of the sight will convince the most skeptical of its merit. It has been subjected to the most rigid test at trap and field, and will do all that is claimed for it.

They are made of the best spring steel, finely blued, are instantly attachable and detachable to any gun and does not mar the barrels.

The Patent Gun Sling

If you've carried a gun across your arm until every muscle ached at an attempt to straighten it, you'll appreciate this handsome device. A broad, leather-covered steel hook, adjustable to any height and position receives the gun and with the rifle butt tucked under the upper arm one may go anywhere with the elbow and hands entirely free. The gun is instantly available for a shot and at the same time, the hands are free to part the bushes or push aside obstructions quietly.

Handsomely made in natural leather and adjustable to persons of any size. Connect-

ed with the straps, and immediately above the hook, is a cartridge carrier. The cartridge carriers are readily detached to change from shot gun to rifle and vice versa. Mention size of cartridge to be used.

In Cleaning Guns—Nothing excels kerosene or benzine, afterward wiped and rubbed well with clean, dry rags (and elbow grease) then moistened with a little vaseline.

Secret of Becoming a Good Shoot—First, correctly judging distance. Second, speed of object (if moving) fired at. Third, holding the gun so as the object will meet the shot or bullet at the same time the bullet reaches it. Nine out of ten make the *serious mistake of shooting behind*. Fourth, making allowances for wind drift of shot correctly. Sixth, closely observing the faults of every shot and rectifying the errors.

For Duck Shooting—Use Nos. 5-6-7-8 chilled shot as some guns throw certain shot better than others. See which *your gun* is best suited for.

Use Waterproof Shells (Paper)—For Duck hunting, and never go on a trip without decoys, assorted ones. Don't select all one kind. Don't forget the Allen duck call, and to use the Ducks you shoot as additional decoys, the more the better.

Best Dog for Duck Hunting—A good Retriever, Water Spaniel or a cross between a Spaniel or Setter.

To Imitate a Duck Quack—Press the tip of your tongue at the upper roof of your mouth near the upper teeth and say "quack;" or say "me-amph" loud; Geese, "ah-hunk."

Use Dead Ducks—As decoys (all you have) stiffening their heads with a wooden skewer.

Best Time for Duck Hunting—November and December. Best gun full choke or right barrel modified choke; left, full choke, 10 gauge.

Shot for Birds—Prairie Chicken, Nos. 6-7; Quail, No. 8; Teal Duck, Nos. 7-8; Mallards, 5-6 7; Swan, Nos. 1-2; Geese, Nos. 1-2-3; Blue Bill, No. 6-7; Canvas Back, No. 4-5; Gray and Widgeon, Nos. 5-7; Red Heads, No. 6; Pintails, Nos. 5-6; Grouse, Nos. 6-7; Snipe, Nos. 8-9.

Duck Shooters Outfit—Clothes dead grass color, rubber coat dead grass color, long rubber boots, wristlets and gloves.

Table of Charges for 12-Gauge Gun.

Woodcock.....	3¼	drs.	1	oz.	No. 10	510
Snipe	3¼	drs.	1½	oz.	No. 9	405
Quail and plover ...	3¼	drs.	1½	oz.	No. 9	395
Prairie chicken (Aug., Sept.)	3½	drs.	1½	oz.	No. 7	220
" " (Oct., Nov., Dec)	4	drs.	1½	oz.	No. 6	158
Ruffed grouse.....	3½	drs.	1½	oz.	No. 8	300
Squirrels and rabbits.....	3½	drs.	1½	oz.	No. 6	160
Teals pintails, etc	3¾	drs.	1½	oz.	No. 7	218
Mallards canvasbacks, etc....	4	drs.	1½	oz.	No. 5	115
Geese and brant.....	4	drs.	1	oz.	No. 1	45
Turkeys	4	drs.	1½	oz.	No. 4	95
Deer (cylinder bore only).....	4	drs.	3	layers of buckshot		

Speed of Birds' Flight.—The highest speed of flight per hour of birds in full plumage is estimated as follows: Crow 25 to 40 miles; mallard, black duck and shoveler, 40 to 50; pintail, 50 to 60; wood duck, 55 to 60; widgeon and gadwall, 60 to 70; red-head, 80 to 90; blue-winged and red-winged teal, 80 to 100; bluebill, 80 to 110; canvasback, 80 to 120; sparrow, 40 to 92; hawk, 40 to 150; wild geese, 80 to 90. The distance traveled by birds in ¼ second is as follows: At rate of 5 miles per hour, .92 feet; rate of 10 miles per hour, 1.83 feet; rate of 12 miles, 2.2 feet; 20 miles, 3.66 feet; 30 miles, 5.5 feet; 40 miles, 7.33 feet; 60 miles, 11 feet; 80 miles, 14.66 feet; 90 miles, 16.05 feet; 100 miles, 18.33 feet; 120 miles, 22 feet; 150 miles, 27.5 feet.

In Estimating Distances.—Underestimating is mostly common, it is rare that overestimating distance occurs.

Never Use.—A cartridge or rifle of over 45-calibre or a bullet over 405 grains in weight.

Always Follow.—Powder makers' advice in loading cartridges. Don't experiment, this is for experts, not for you to do.

Best Powder for Shot Gun Cartridges.—Hazard Electric, Duponts's Diamond Grain, Shultze, King's, etc.

A Leaded Rifle Barrel.—Renders the arm useless for accuracy.

A Lubricator Receipt.—Pure fresh beef tallow and vaseline to soften it is as good as the best.

Powder is Bought.—By avoirdupois weight, but in weighing it for rifles the apothecaries weight is used. Avoirdupois weight is 16 drachms 1 ounce,

16 ounces 1 pound. Apothecaries, 20 grains 1 scruple, 3 scruples 1 drachm, 8 drachms 1 ounce, 12 ounces 1 pound.

Always Use—Soft pointed bullets for game hunting. They kill cleanly and quickly.

Choice of a Rifle—I am often asked the question what calibre and length of barrel do you recommend; a most difficult one to answer well unless I am informed exactly the purpose desired for. Generally speaking, I am in favor of a 303 calibre magazine rifle or 35 calibre. As to length of barrel the longer barrel will do more accurate shooting. But for hunting where shooting is seldom done at over 250 yards the difference is hardly appreciable, provided the barrel is sufficient length to permit a nearly complete combustion of the powder. (See about Rifles.)

Express Bullets—Are always superior to solid bullets for hunting purposes. They are sure killers for Deer, Elk, Moose and similar game. They mushroom on impact or spread tearing open a large wound and killing quickly, much more so than the regular pencil size and pointed hard bullet.

The All Round Shot Gun.—A 12-gauge gun, weight about 7 lbs., 30 inch barrels, right barrel cylinder or modified choke, left barrel full choke.

A Rubber Recoil Pad—Is an excellent device, if your gun kicks or affects your shooting.

Use a Glove Finger—On your twigger finger if it becomes sore or tender.

A Good Load for 12-Bore Gun.—3 to 3½ drs. of powder, 1⅛ oz. of No. 6 shot.

Never Use Cheap Ammunition.—Buy the very best from most reliable dealers.

Never Make Your Own Wads—If you want to be sure of satisfactory results in shooting.

What Gun Powder Is.—Saltpeter, 75 per cent; charcoal, 15 per cent; sulphur, 10 per cent.

The Ivory Bead Shot Gun Sight—Is an excellent one.

Will He Get Them Both.

Sketches for Shot Gun Shooters.

(See Hints.)

Sculling for Wild Fowl—About the Shores.

Duck Hunting from Blinds **using Decoys.**

For Marsh Duck Shooting—Use grass color rubber or waterproof canvas hat and coat and rubber boots.

Large Game Charge—For 12-gauge guns $3\frac{1}{2}$ drahms power; 1 oz. No. 1 or 2 shot, or mixed.

In Trailing Grouse—Approach them as if ignorant of their proximity, and shoot the instant you can, side shots are best; try and walk as though you did not see him, and he will not fly as quickly as though you come straight towards him.

Wild Ducks Flying—Travel over 100 feet in a second; if 50 yards away he will travel 15 feet in the time it takes for shot to reach him, hence the aim should be nearly 15 feet ahead; in windy weather they fly low.

Always Set Decoys—To windward of the blinds, and these had best be made *before the season*, ducks avoid any new or strange structures, are very wary of them.

A Good Blind.—A rubber blanket to lay on and yourself hidden by grass, rushes, etc., until near enough to rise and shoot quick, or cover yourself with grass color canvas.

Use Waterproof Paper Shells—For duck shooting; wet will not impair their fitting qualities.

Corduroy Clothing—Or canvas if drab color is all right for any kind of hunting, except "still hunting" its useless for that.

When Writing Us—The greatest favor you can do us is to send us the names of sportsmen who hunt, shoot, camp, fish or trap game, clubs, etc., so as they may receive our books and matter pertaining thereto.

We Supply—Anything of *standard grade of quality* mentioned in our books, but do not handle any bargain sale goods—look out for them, a good article is worth a good price always. Write us concerning anything you desire.

To Secure Good Results—Get ammunition made expressly for the gun you use or make your own (see Ideal reloading tools.) Ammunition of other makes will do, but it is assuredly better to use ammunition made and intended for the very gun you use.

Use Warm Wristlets—Woolen ones for duck shooting in cold weather.

A Few Loads of Buckshot—May prove valuable in hunting with shot guns, (handy for big game) but not for a full choke gun unless loaded and shot well wadded by yourself. See too shoot buck shot elsewhere.

Killing Range of a 12 Bore Gun—Is from 50 to 60 yards, depending of course on the loads you carry.

To Shoot Solid Ball in Shot Guns—Use a lead bullet that will pass easily and freely into the muzzle when covered with a *cloth patch*. Place a heavy wad under the ball, a light one over it; the patch should hold the ball to the center of the shell.

In Using Buckshot—It is well to use a few small shot in the spaces between the buckshot, or use bone dust.

Woods Used in Gun Powder—Manufactured in the form of charcoal are black alder, poplar, willow and dog wood.

For a Quick Shooter—Modified choke is best, for a slow shot full choke.

Wild Geese—Are regular in going to and from their feeding grounds, so take advantage of the fact.

For Teal Duck—Use No. 7 or 8 shot, and aim well ahead always; if rising, hold above them; if drifting hold under.

To Moisten Dry Gun—Breathe occasionally through the barrels of it or moisten the end of your cartridge.

In Flock Shooting—Select the leading or ahead bird, don't shoot at the center of the flock lest you hit only a straggler.

Good Shot Gun Target—A barrel head hung by heavy wire and swung hard from the branch of a high tree (swing quickly.)

Prairie Chickens—Frequent stubble fields in early morn or evening, near sloughs at mid-day.

Hunter's and Fisherman's Lunch.—Get two flat stones, and then gather sufficient wood. Into the fire the stones go, and the wood is heaped about them. Soon the intense glow of live wood embers indicates that the time has come. A Quail, Snipe or Trout (a sliver of bacon in each) are placed on one of the stones, first well dusted of its ashes, and the other stone is laid upon them. Now the hot embers are raked about and over the stones, and the lunch is spread on the big rock near the spring. O, ye epicures, who think nothing good unless served by a Delmonico or a Sherry, go ye into the mountains or trail, follow a brook for half a day, get wet, tired and hungry, sit down and eat these cooked on the spot, and learn of the choice morsels of the hunter's, trappers or fisherman's art.

Gun for Pigeon Shooting.—Select a 12-bore right barrel cylinder, and left full choke, chambered to stand heavy charges, or both barrels modified choke.

Never Loan Your Gun or Rifle—Lest you lose a friend.

Distance Covered by Game or Birds—In one eighth of a second:

12 miles an hour.....	2.2 feet.
20 miles an hour.....	3.6 feet.
30 miles an hour.....	5.5 feet.
40 miles an hour.....	7.3 feet.
60 miles an hour.....	11 feet.

Don't Fail to Sight Your Gun—On an "out of range bird;" its practice aiming even, if nothing else.

Don't Approach Game—from the windward side, get to the leeward of them.

Don't Forget to Aim—Under a bird that is alighting, or over them if arising, ahead of them if flying straight.

Don't Shoot at a Bird—Flying toward you; let it pass you first, then blaze away.

Don't Aim and Fire Carelessly—Or too quickly; rattled, excited, rapid shooting seldom counts; deliberation and carefulness is what brings accuracy and success.

Don't Overshoot.—The tendency of most sportsmen is to do this; better low than too high.

Sketches for Shot Gun Shooters.

Flight Shooting on Regular Feeding Grounds.

Wild Geese Shooting. (Lay Down Blinds and Decoys)

Don't Fail—To cut the throats of dead game and draw the entrails, if you wish to have good meat.

Don't Blame the Gun.—They are seldom at fault; its the man behind.

Don't Forget—That extreme care and quietness are essential when hunting, "stalking," especially.

Don't Target Practice—On a hunting trip, wait until you break camp or are out of the haunts of game.

Don't Lug a Revolver—On a hunting trip, unless you are after encumbering yourself needlessly; a good hunting knife or a field telescope will serve far better.

Don't Sit—On the bare ground, better sit on your hat.

Don't Lose Your Bearings.—When in the woods one can easily get lost or turned around. Read the Campers Manual, for it tells you what to do in such an emergency. Send 10 cents to the author for a copy; you won't regret it. 100,000 have been sold to sportsmen, all over the world.

Don't Forget—To speak a good word for this book if it deserves it.

The Best Repeating Shot Gun—For field shooting, Winchester 12-gauge brush gun, 5 shot; 26 inch barrel; 7¼ lbs., model 1897, take down, or model 1901, cylinder or modified choke bored.

To Test a Shot Gun—So as to determine its accuracy or carrying abilities, chalk a target on a 30 inch circle 40 yards away, and note if the percentage of shot entering the circle is as follows: Cylinder bore, 40 per cent; modified choke, 50 per cent; full choke, 60 per cent; this is a good average. This is the gun maker's pattern test, with ordinary or standard loads. By now increasing or decreasing your charges or loads, your distance, size of target, etc. you can determine to a nicety, just how your gun shoots, enabling you to correct any existing faults before starting out on a trip.

Use Decoys—To leeward of your blinds, if in any way possible.

Scenes Along and About the Marshes

Duck Shooting with **Blinds** and Decoys.

In Wing Shooting—Always keep your gun moving with the bird, sighting well ahead, from a few inches to a few feet, according to the distance and speed of the bird, and direction it is traveling; and for better explanation I append a clipping herewith from a prominent sporting magazine (an authority on the subject) which will be found as a valuable aid in such matters. Gun used 12-gauge, 7¼ lbs., modified and full choke bored.

Flight of bird and lateral movement of muzzle, when pull of trigger is quick and when slow.

(Charge, 3 drams and 1½ ounces of No. 6; birds flying forty miles an hour.)

SLOW PULL OF TRIGGER (6 Seconds)			QUICK PULL OF TRIGGER (2 Seconds)		
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Distance of Bird	Flight of bird during transit of shot	Lateral movement of gun muzzle by the shooter	Distance of bird	Flight of bird during transit of shot.	Lateral movement of gun muzzle by the shooter
15 yds	6 ft. 6 in.	6.6 inches	15 yds	3 ft. 8 in.	3.7 inches
20 "	7 ft. 7 in.	5.7 "	20 "	4 ft. 8 in.	3.5 "
25 "	8 ft. 8 in.	5.2 "	25 "	5 ft. 8 in.	3.4 "
30 "	9 ft. 9 in.	4.9 "	30 "	6 ft 11 in	3.4 "
35 "	11 ft.	4.8 "	35 "	8 ft. 2 in.	3.5 "
40 "	12 ft. 6 in.	4.7 "	40 "	9 ft. 7 in.	3.6 "
45 "	13 ft 10 in	4.7 "	45 "	11 ft.	3.7 "
50 "	15 ft. 9 in.	4.7 "	50 "	12 ft. 9 in.	3.8 "

NOTE—One second of time allowed for passage of shot through the barrels.

Best Time to Locate Ducks—October, November, moonlight nights; best time to shoot them is during heavy winds; best place to find them is in smooth or sheltered waters, or on the edges of sheltered woods. Best way to approach them at these times is against the wind, creeping up slowly, quietly and unobserved, lest they hear, see or scent you. Better spend more time looking for their favorite spots and flights, than in waiting for them to approach blinds or decoys, (except in flight shooting.

When Using Decoys—Always set them to the *leeward* of your blinds; arrange them so as their heads are anchored toward the wind. Do not group them close, but scatter them well.

I Do Not Recommend—The 30-30 caliber rifle (except for small game hunting.) It should not be used for large game. Choose instead the 303 always in preference to the 30-30, *for the reason that the bullet of the 303 fits the barrel more accurately, will show greater penetration and velocity, and is even more accurate than the 30-30.* These are facts borne out by experience, honestly given. The 30-30 is a good rifle, *but not for large game.*

To Kill Mosquitoes—Either in a room or tent, camp or building, use "Mosquitoons," a small, specially prepared pyramid-like candle, which gives off fumes that are deadly to the mosquito, but not obnoxious to man or animal. *Try it once.* Its the latest 20th century idea, and is very efficient. *We carry a large stock of them.* They are made especially to kill mosquitoes; and when used in a tent, absolutely kills them.

Best Rifle for Squirrels.—22 caliber repeating rifle. Best place to find them is about beech or chestnut trees and high grounds. Best time, fall of year; hours, around sunrise and sunset; worst time, mid-day.

Wood Cock—Best time, toward evening or very early morning, (dawn). Best places, moist places near edges of low lands, swamps, etc., north side of hills, etc. (the moist sides.)

Best Time for Quail—Mid-day of sunshiny days, October and November. Best places, middle of fields, around small stubble or brush, or at edge of woods. Best way, with a good pointer dog.

Best Time for Ducks—October and November, early morn, (day break) or early dusk. Best place about feeding grounds, around edges of marshes, or in sheltered woods, along its borders.

Grouse or Partridge—Best time, early morning, stormy or cold weather. Best places, around berry bushes, etc; look for their regular roosts toward night.

The Shot Gun Cleaner

Fits any 10, 12 or 16 Guage Gun.

It is expanded by pressure applied to lever at the handle. Being under perfect control, is made to conform to the varying diameters of gun, in chamber, barrel and choke, and at any pressure desired.

A cleaning rod in three joints, of the usual length, carrying within steel rods movable by closing a lever at the handle.

End of rod in cleaner section has a cone to expand three spring brass fingers of cleaner.

By making a cleaner that is part of and not removable from the rod, we bring a new departure and insist, a valuable one.

The cleaner pads are made by stringing 30 guaze washers on a brass holder, these being compressed in forming die to proper shape to conform to inside circle of barrel, and making a surface that holds the cloth patches firmly. The adjustment being under control in chamber, barrel or choke, at any pressure desired, by movement of the lever.

One thickness of cloth, about three inches square, makes a perfect swab.

The pads are held in place by a turn-over hook at end of cleaner fingers and by a screw at rear; are easily removed if desired, but owing to construction, described above will clean one gun every day for several years. While the firm manner, in which the pads hold cloth to gun barrel removes all but most obstinate deposits of lead and rust, a moment's use uncovered will do this completely.

A patch oiled with
pure vaseline or
Gun Grease
makes a perfect
job.

"Snap Shots" from a Sportsman's Trip.

Marsh and Duck Shooting To-day.

Raft Building, Cruising and Fishing Tomorrow.

To Test Your Powder—Lay a small pinch on a sheet of white paper and apply a match. If it inflames instantly leaving the paper clean and unscorched, it is good, or rub a grain or two between the fingers, if they don't break or soil the fingers its quality is good.

How to Become a Crack Shot.—The whole secret is in discovering the faults of each shot and correcting them before firing another shot.

Always Practice—Both snap and deliberate shooting or aiming. Snap shooting is raising the gun quickly, aiming and firing as quick as the object is sighted, not waiting or wasting a second. Deliberate shooting is of course taking deliberate and careful aim.

Excellent Practice.—Lay the rifle on the ground loaded, throw tiny paper bags of flour weighted with a stone high into the air; quickly get your gun and hit them before they reach the ground. If you have this done for you turn your back to the thrower, and only turn around and shoot at the *signal* to do so. This is excellent practice for the eye, hand, distance, flight, quickness, etc.

Cheap Guns—Make poor shots and poor sportsmen.

Learning to Aim Well.—First, select an object to aim at. Second, throw up the gun with your eyes shut toward the object, when the gun touches your shoulder, open your eyes and see where your gun points; practice this getting your gun into line quickly. Third, fire at the object without a moment's hesitation, and note carefully the results, correcting any faults that exist.

Mercurial Ointment—Will cleanse leaded barrels.

Always Practice Shooting—With the same class of ammunition that you hunt with or the same loads exactly.

Hold the Butt Firmly—To the shoulder when firing, always when aiming and firing.

Too Much Powder.—To ascertain if your charges contain too much powder, lay sheets of

paper (white) 10 to 15 feet from the muzzle of the gun and fire it, if the paper catches grains of unconsumed powder, you are using too much. Firing along the snow will give the same proof.

Buckshot in Cylinder Bores.—If it is desirable to shoot buckshot from a cylinder bore, such size should be selected as will chamber loosely in the bore—loading them in layers—three layers, with three shot in a layer. If it is desirable that they should scatter, place a card wad between each layer; if close shooting is desired, pour melted tallow over the shot after they are arranged in the shell.

Buckshot and Ball in Chokebores.—Bullets, buckshot and all shot larger than No. 1 should not be discharged from a chokebore. Ball *may* be shot from some chokebores a thousand times without injury; but there is *always* liability of jamming and no one can tell when it may occur. To use buckshot in a chokebore, when you are willing to risk consequences, place a wad in the muzzle and press it down to the point where the choke is closest. Then by chambering the shot on the wad there determine the proper number to use in a layer in the shell.

Wire Cartridges.—They may be used in a cylinder bore for long range shots, but do not give good results when used in a chokebore.

Tight Wads.—A tight wad over the shot makes the shot scatter.

To make a Gun Scatter.—To make a shotgun scatter, divide the shot charge into three or four portions and place a card wad between each portion.

Killing Range of a Gun.—Forty to fifty yards is the killing range of a 12-gauge shot gun with ordinary loads.

In Shooting Flying or Running Game.—Aim well in advance of the object so as to allow for the distance travelled by the game during the interval between pulling the trigger and the shot reaching its destination. A few inches or feet according to speed of movement. (note speed of birds flights.)

About Fish and Fishing Outfits

Fishing, Boating, Camping and Cooking Fish.

Would you like to read a volume of 160 pages, completely covering the subject of *Fish* (all kinds) their habits, haunts, life and peculiarities; their sense of sight, smell, hearing, likes, fears, how they are caught; how to catch them; describing the kinds of rods, lines, tackle, hooks, baits, and thousands of things concerning them? If so, send for a copy of the *Complete Fisherman and Angler's Manual, or How to Catch Fish; 160 pages, nearly 400 illustrations*, which has received the highest possible endorsement of America's best and most famous authorities on such subjects.

It is simply impossible to enter into details here concerning this book; twenty years experience and observations is brought into this volume; and you miss an opportunity of a lifetime if you fail to procure copies of the other series which go to complete a perfect sportsman's library—same price as this volume exactly. Read also the following page.

About Camping Out and Outfits. (How to Camp Out, and What to Do.)

It would be well for the reader interested in this subject to procure copy of the *New Edition* of the *Campers Manual, or How to Camp Out and*

What to Do, in order to thoroughly cover the subject. It is now a *volume of 130 pages*, nearly 300 illustrations, which goes into detail as to almost every subject that the *name implies*. In the short space of seven months nearly (60,000) sixty thousand copies have been sold to campers out, and *thousands of letters* received speak high in its praise.

In contains complete chapters on clothing, amount necessary for any trip or season; tents, how to select, improvise, pitch, use, etc.; bedding; cooking utensils; stoves and cooking without stoves; list of camp rations, kinds and amounts needed; instructions for building camp fires; heating tents; how to make camp coffee, tea, bake biscuits, bread without yeast or baking powder (or even ovens); nearly 15 pages of camp cooking receipts; camp and sportsmen's essentials and necessities; twentieth century camping outfits; camp furniture, selection and use of; a complete chapter on the camp doctor, simple receipts for all kinds of ailments; hints and pointers on camping out; how to tell the time of day without a watch almost to the minute; how to heat tents without stoves; how to quench thirst without water; how to make fire without matches; how to find your way when lost; hundreds of invaluable wrinkles and kinks about woodcraft; weather signs and tables; preserving, packing and transporting foods, camp outfits; how to make brush, bark and log huts, shelter for the night or for a winter; facts of value whether you *camp out or not*. 130 pages of such information "boiled down" so as to instruct and serve you; tells you plainly the things you should not do. You certainly should procure a copy, for the facts it contains, *one of them*, is mighty apt to repay you for the cost of the *entire book*. So send in an order for a sample copy now, same price as this volume, same size, and *equal to many books sold at \$3.00 to \$5.00 a copy*.

The success of these books has been such that we have had printed a special edition of the *three different books* together in one volume; containing in all over 500 pages and 1,000 illustrations; which will be *prepaid* to any address in the world on receipt of a *one dollar bill*.

Tent Pole Accessories, Hangers, etc.,

2—Pocket Tent Pole Clothing, Lantern and Equipment Hanger.

6—Shows No. 2 Removed from Tent Pole.

2.

3—Camp Lantern.

1.

4.

3.

1—2—3—4—Tent Pole Gun Rack for 3 to 6 Guns or Rifles.

Open.

Closed.

1—Folding Camp Lantern, Open and Closed.

Tent Pole Candle Holder.

Rubber Specialties for Camp Uses

1—Sportsman's Rain Cape (Featherweight)

10—Rubber Bath Tub.

13—Poncho Rubber Blanket.

2—Cape Packed.

9—Rubber Wash Basin.

4—5—Rubber and Canoe Tumbler.

6—Rubber Toilet Bag.

12—Sportsman's Inflated Seat.

17—Rubber Toilet Case.

16—Canoe Seat.

3—Camp Bath Tub.

8—Rubber Bucket Open.

7—Rubber Bucket Closed.

14—Rubber Tobacco Pouch

15—Rubber Ration Bag.

The Trapper's Guide--Hints for, etc;

The Otter (Fish Catching.)

Secrets of Trapping, Aids, etc.

The Trappers' Guide

Hoop Stretcher

Board Stretcher

It may seem peculiar that a book on hunting with the modern fire arms of today should devote a chapter to trapping and traps, but it is not the intention of the writer to identify this subject to the old time style of twitch-ups, dead falls, garottes, figure 4 or box traps, *but the modern trapping of today.*

Where I go into details of the old time plan, I might as well in my chapter on "Hunting," go back to the old flint lock or bow and arrow methods. But as we are now in the 20th century, I must necessarily dwell on the methods of the present time, and not of those that are obsolete.

If mere riddance of some obnoxious animal is desired we would not have to confine ourselves to either shot gun or rifle, for it could be done by using the "deadly strychnine," a portion the size of a small liver pill mixed up in a piece of common fat, tallow, meat or fish would do the deed; even to the laying out of the monstrous Elephant (if right quantity be used) for after swallowing such a fatal poison, it would rarely live a few minutes after, so deadly and rapid is its effect.

So extremely virulent, however, is this drug that *it not only poisons the meat* but if left for any time renders *even the skin* useless, hence is never used by the trapper on this account, except in such cases as afore mentioned on some destructive beast.

Again, buyers of fur, refuse almost to buy skins that are full of shot holes; a rifle bullet even de-

creasing its value especially so should the ball plough a furrow in the hide. Hence the query of the experienced fur buyer or taxidermist to the sportsman, hunter or trapper "*Are your skins trapped or shot*" speaks for itself.

Furs or skins to be used as robes or clothing to satisfy the demands of fashion are assorted into grades or *primes* according to sizes and condition varying in value from 10c to \$300. The small prime skin of the Black Fox *being worth today that sum* and the fortunate sportsman or trapper who by a practice of the art during a single winter can clear in a day's time often a sum equivalent to that earned in a year, by some of his less fortunate brethren.

Among the valuable marketed skins today can be classed that of the following American animals that are to be found in almost every state:

Antelope	Foxes all kinds	Opposum
Bears all kinds	Lynx	Otter
Beaver	Marten	Raccoon
Badgers	Mink	Skunk
Cats all kinds	Muskrat	Squirrel
Deer	Moose	Wolverine
Dogs	Weasels	Wolves
Elk	Moles	Wild Cat
Fisher	Mountain Lions	

It obvious then, that some one must trap these animals. Hence to aid them is the purpose of this manual.

In the experience of the vast army of trappers at home and abroad, reaching to the heart of the Russian and Arctic fur bearing countries. No trap ever made has equalled the celebrated *American or Newhouse steel trap of today, for over 40 years the standard*. They are simple, (the secret of their success) efficient, cheap and adapted to and for the capture of any *animal* that walks, swims, crawls or creeps on earth or its streams at the present writing, not even excepting the Elephant.

It is unnecessary to enter into details as to the requirements of these traps or their construction, let it suffice to say that if the "*Newhouse Standard*" is *secured and used* you have the best and most reliable that money can buy.

In the capture of various animals the employment of several other contrivances are necessary but as these are best furnished from resources on hand in any locality where the trapper's art is practiced, they need not be included in one's outfit, but which will be amply described *and later can be improvised.*

Often, after the securing of divers animals it is necessary to *provide some means* rendering the freeing of themselves impossible as they are not adverse to even gnawing off their own legs to escape. Again, while caught thus their cries or efforts to escape often attract their enemies who partly devour them. Hence the employment of simple means to frustrate them as follows:

No. 1. By Use of the "Spring Pole"—Select a small tree near where your trap is to be set, trim it for use as a spring as it stands. If no small tree is available select a small, stout sapling (and setting it into the ground well and secure make it answer the purpose.) Bend down its flexible top, fasten the chain ring to it and secure it thus, while in its bent position *by a notch or hook* or a small stake driven in the ground. When the animal is caught *by his own struggle he dislodges the stake or hook* and the sapling springs into its normal position, carries or lifts him in the air, out of reach of prowlers and preventing his own escape by struggle or otherwise. About the only special requirement being that this *spring pole* be proportioned to the weight of the game it is expected to lift

No. 2. "The Slide"—*As all water animals* are mostly trapped in close proximity to their haunts or at the edges (even in their waters) and as they invariably plunge therein when caught the wily trapper avails himself and turns this into good account, against the animal, thus making doubly sure of his catch; *to hold and drown him there* no matter what his size. This is arranged by several means, the sliding pole or chain or a very heavy wire often answering the same purpose. This is secured to the bank and weighted with a "clog" or heavy stone in the water. *The chain ring of the trap* is then secured to this pole or chain which reaches to the bottom of the water.

The only essential being that the chain ring of the trap will travel down freely, to its base, being held by the clog or stone. When the animal is caught it leaps or drags the trap with it into the water and the ring sliding down the pole, chain or wire *prevents him from rising or returning* thus drowning him and preventing its flesh or hide being torn or discovered by his enemies or even frightening others. The other device is called

No. 3. "The Drag or Clog"—This is used mostly for land animals, either small ones or those of huge and tremendous strength, such as the Bear, etc. For these animals (*in fact for no animal*) *must the trap ever be staked fast*. Most people erroneously believe that traps (large ones especially) must be staked fast so as their *prey will be held there*. This is wrong. For if this is done they will either chew or pull their legs off or beat the trap to pieces. But, if on the other hand, they are only encumbered with the drag or clog *of say equal weight* (or even less) than their own, they will only drag it about or vent their spite on it, and its object is only to encumber the animal so as he *cannot run off*; *far* care should be taken not to fasten the chain at the center (of a log or heavy stick of wood) best *near of its ends*, lest it catch and thus permit him to tear himself out. The best way being to slip the chain around the heaviest, widest part of the clog and secure it there with a wedge; many cutting a recess for the chain so as to more securely hold it besides.

These are all the essentials for almost any trapping outfit and together with other items that I shall now describe complete all the necessities for an extended trip.

The Trappers' Outfit

Like all other things, no man can excel in any art unless he makes a study of it. He must become familiar with the habits and haunts of animals, so as to locate them. Armed with such knowledge his outfit need not be *extensive*, and a dozen good traps in the hands of any careful trapper would equal a hundred with a shiftless one. As to what is needed is for the trapper himself to

See Secrets of Trapping--Art of Etc.

Sliding Ring and Chain used to drown trapped Water Animals.
(By permission of Northwestern Hide & Fur Co., Minneapolis, Minn.)

The Muskrat Trap—This style and size used for all small animals
by old trappers.

(It is used more than any other style or size.)

Traps for Water and Land Animals

"The Otter Slide" (at the foot trap is set)

"The Otter or Beaver trap with detachable Clutch."

The Bear trap, "offset and jaws"

Read Trapping, Etc,

determine; depend largely on the game he seeks, the country, its proximity to civilization or his method of living. Equipped with an outfit of traps, axe, spade, shot gun or rifle, warm clothing, food, a robust constitution and ever willing hands, *two men of intelligence can* today start out in the early fall and penetrate the heart of the woods and its streams, and by judicious management *erect even a comfortable winter hut* and by united labor and the thoughtful exercise of judgement live well, turning their skill to various good results, and by diligence at the end of the winter, by turning their product over reap a snug sum, do they but select the right place and follow the instructions herein given to the letter. To those, however, not willing to be patient and labor to overcome successive failures patiently my advice is *first and last to leave trapping alone.*

No body of men are more honest, whole-souled, generous or contented than the intelligent class of American trappers living perhaps in the heart of the forests, on the borders of its marshes and frozen streams; his rough and genial face and his simple, honest greeting and fare renders the one who accepts of his hospitality and frugal living (ever ready to be shared with you) equal to the entertaining hospitality that millionaire lackeys bestow on a generous guest, for there "dollars count" *here the man.* Often has the writer shared their frugal hospitality even to the borders of the *Hudson Bay trapping region* and I vowed if ever opportunity occurred I would strive in a measure to give to the world facts as they are concerning these men, honest faithful servants for all mankind, and as you, their more fortunate brethren, clasp around wives, sweethearts and children that you love, dainty or fashionable furs, console yourself with the knowledge that you have lent an aid to a worthy class, who perhaps now are facing winter storms and hardships that you may derive comfort and pleasure from the objects gained after many a ceaseless search, tramp and weary toil.

Secrets of Trapping

About every other writer on these subjects goes into *more or less superfluous detail* describing each and every animal, color of their hair, weight, length and in tracing the specie back to the days it was first found; the purposes for which its fur was used *then*. The methods in existence at *that time* for their capture, together with varied (not instructive) experiences in capturing them.

All this, I admit, is interesting reading. But what the "Tyro" needs today is *information boiled down*. As to how to set traps and catch animals, the question of identification of species is an easy matter, after they are caught, for nowadays the trapper seldom finds in *his trap what it was set for*, I do not then propose in a volume of this size, to enter into such special details. And instead of giving information covering the many species, I shall confine my remarks to *general instructions applicable to all animals*. And instead of dwelling on individual kinds, shall simply classify them into with *two species*, viz:

Aquatic and Land Animals—For no matter what the kind, much the same are the methods used in their capture. About the only difference being the *size of the traps used*. The methods of setting and handling them varying very little.

The Secret of Trapping—Is in first *locating* the haunts of the animal. If it is an Aquatic or water animal, look for traces of them, closely inspecting every portion of such waterways, swamps, rivers, ponds or streams they inhabit. Search every spot that would leave the impression of their feet or body. Look about for "signs" *that is the first essential*, then try and observe the route of the animal so as to find their haunts. Look for droppings, signs of recent meals, holes, and by careful examination at these places, you are apt to find a few hairs of the animal *which will indicate kind* that frequents there. Secret yourself at some point of vantage, watch and wait. True, it takes time and patience, plenty of it, but it's absolutely essential. Look for their runways, slides and routes. This done, set your traps in these

places, most carefully arranging them and leaving the place *just as you found it if you possibly can do so*. Destroy every trace of your presence there *and touch nothing with your bare hands*. If your traps are placed in the right spots you rarely need baits. These are mostly for attracting them. If, however, your traps (see traps) are to be set under water (as indeed most traps for water animals should be) you may handle them with bare hands with impunity.

If it is winter then you will find most such animals as Muskrats and Beavers living in their dome like structures, around sluggish streams, ponds, etc., the Muskrat especially, as Beavers do not always live in dams or huts (this is only done where water is un plentiful.) If water is there in plenty, *Beavers do not build dams* but make their nests under banks, with their entrances under water and their huts in front of them. If it is summer they swim or roam around and you are just as apt to find them one place as another about waters. The foods of aquatic animals are roots of flags, grasses, water plants and succulent plants that grow about the banks and shores of their homes. They are fond of berries, nuts, vegetables, wild oats, seeds, etc. The Muskrat especially being fond of flesh, apples, corn or vegetables of almost any kind. These are used for baits when necessary, and traps can be set in their play grounds, holes, or best where they enter and leave the waters, setting them a trifle under waters. If bait is used it should be stuck up on a pointed stick (fastened to it) and arranged in such a way *that the animal must step on the trap to secure it* (usually 8 to 10 inches high being ample) and the "slide" attached so as to drown the animal, that it may not alarm the others. If Beaver trapping, arrange traps at such points where the animal will pass or repass, always a few inches under water, drenching your tracks if any, to wash the scent away. If after Mink, set your traps either on land or water near their banks or holes (concealing them) with leaves, rotten wood, water grass, etc., using for bait fish, birds, flesh of the Muskrat, etc., (scented) and so arranged as he must step on the trap in order to reach it. Like

Animals That are Trapped.

The Badger.

The Skunk.

The Beaver.

The Muskrat.

Valuable for
Their Furs.

The Raccoon.

Read the
Trappers Guide

The Mink.

The Otter.

Enemies of the Hunter or Trapper.

The Wild Cat.

The Canada Lynx.

The Grizzly Bear—"Old Eph."

The Wolverine.

The Wolf.

other aquatic animals (although not amphibious) Mink had best be drowned. If after Otter, set traps at the top of their slides or better still where they land, which is usually where the waters are shallow (or in their paths leading to these places) and using the clutch or Otter trap (see traps.) These instructions are general and cover aquatic animals; so we will now go into detail about those of the more numerous specie, "*the land animal.*"

In all cases where the use of traps are made baits are *necessary mostly only to attract* the animal, much more so than the feeding of them. Natural foods abound in plenty. No animal depends on trap food or foods *put about by man for its existence*, that's why they are suspicious of it, no matter how hungry they may be, they regard all such dead food or bait with suspicion. *They choose or capture their own foods*, (and there are very few foolish animals.) Probably the Skunk and Bear are the only ones who are not suspicious. But this is not because of ignorance, but because nature has given them remarkable powers of defence, and they do not fear. That is why they are so easily captured, and called foolish.

Don't ever think because you have traps set and baited that this is all, for if you do, you will get nothing for your pains. The whole secret is in concealing your traps in such a way as *they cannot tell where the traps are*, and in passing or reaching over it, they will *step on the pan* and be caught. Don't ever put bait on the pan (like I have seen many do.) If you use bait, that is mostly for the purpose of decoying them, and as they step up to it to investigate or possibly reach it, if they are hungry, it must be so placed *that in doing so* they must set their feet on the pan without knowing it, and when you have mastered these details, you will know a little about traps and trapping, and one-half of the battle is won.

The Other Half—Consists in preparing your traps as the scent of most animals *can locate even the iron* of which they are made, especially so if it is rusty, requiring no little attention of the trapper to frustrate it. Again, traps should be washed and oiled, even smoked, and as said before, handled with gloves. This, however, is unnecessary where

traps are laid in waters (as indeed it is best to place them for all aquatic animals.) This should be done at points where previous search has revealed such places as they enter or leave the water, sometimes called slides. In all cases of trapping animals of any kind it is obvious that of the foods, those they like, are best suited for baits, be it *flesh, fish or vegetable*. If they are carnivorous animals, (flesh eating) flesh is undoubtedly preferable. If omnivorous (eating everything indiscriminately) almost any foods will suffice although preference should be shown to those kinds of which they are especially fond. If the animal is nocturnal, as indeed most animals are, night is the best time for their capture and *as land animals must come to the waters to drink*, their routes approaching such waters must be noted and traps laid in their paths at various points. In this, as indeed, all things, one has to tax his ingenuity so as to unconsciously lead the animal into the trap.

One of the most successful trappers I have known told me his success was due to setting his traps in such positions, as for instance, directly in the narrow path between two banks, well inside their holes, or in arranging logs almost V shape leaving the smaller part of the V open so as to permit an animal to pass through, and setting his trap *hid in the opening*. Again in naturally placing a twig or two in such a way as the animal would lift his feet over it and step on the pan (by his carefulness.) Again, in placing his bait well under logs and then arranging his trap in such a way, close to it, that the animal would *when he went to paw the bait out* touch the pan of the hidden trap. Again by leading a trail of tiny pieces of meat or blood to his trap and fastening his bait just over the trap. Another method which particularly struck my fancy was by cutting down a small tree and laying (as though 'twas killed by the falling of the tree) a bird or rabbit under it, leaving a certain portion exposed. This was carefully done and his traps deftly laid on either side of it. (*After those parts that were exposed had been found and eaten first.*) For the animal was pretty sure to return for the remaining portion

The New "Stop Thief" Wire Trap.

It is Set at the Holes of Animals; Dens, etc.,

This illustration shows the trap concealed. A coon is crossing the log—smells the decoy—His attention is arrested he turns back to investigate. (Continued on next page.)

The New "Stop Thief" Wire Trap.

This illustration shows how the trap catches around the animal's neck and chokes it to death.

Above traps are especially designed for Gophers, Squirrels, Mink, Rabbits, Skunk, Raccoon, Badger, etc, etc.

Illustrations by Courtesy of North Western Hide and Fur Company.
(Specialists in Furs and Trappers Supplies)

Trap Set at Den of Skunks.

As these animals are unsuspecting no covering is needed over traps; as he enters he is caught and killed by trap choking and holding him.

under the log as a second meal. "Then," said he, "it worked like a charm." Still another was to bore with a two inch auger a hole in a log and to fill it with scented baits. The animal would use its paws to *dig it out* after it had licked out all it could (this was done first in many places.) Then when signs *appeared that some animal had been at it* his trap was laid and rarely without securing something. One of the best ideas is when a hollow log is found (or even a partly rotten one) is to scoop out a portion as though some animal had done it, baiting the interior and hiding a *trap or two* under the rotten wood that seems to have been scratched out. A trail was then lead to this log by several routes and a chance animal locating it would follow to the log and scenting the bait inside, would readily enter it, in the belief that a feast or a part of one was inside. The result was *one of the several traps hidden* secured him.

Such things as these are what count in the art of "trappers woodcraft," for it's mostly brains against cunning. The simpler the method, the easier the success. Trapping is a science, for it is devoid of sport. Probably none of my readers have ever heard before of the most simple yet effective small trap known *today* (unthought of years ago) is arranged by boring holes in billets of wild woods *and inserting around them sharp pointed horse shoe nails* leaving sufficient room for the head and shoulders of a small animal to pass through before it reaches bait concealed *behind its points*. As the animal cannot pass through after securing the bait, by its attempt to withdraw, it is pierced by the sharp points of the horse shoe nails and held there until the billet is split so as to remove it. And as these small animals serve as *bait*, leaving the larger traps free to be used for *valuable ones*, it is obvious that the plan is most excellent as a trapper's aid in securing fresh bait.

Oftimes old trappers preserve all droppings (manure) they find. Likewise remnants of feasts, feathers, etc., which they use with success to cover and hide their traps. Besides this they smear them with blood to prevent the scent of iron and causing the animal to paw in its vicinity as though some buried game was there. Where baits are used

all trappers make them doubly effective by using powerful scents some of them *truly* "the king of stinks" most offensive and nauseating to the user of them, yet so powerful are they that when used right they decoy animals for miles away. Of these there many among which is "fish oil" made by the simple plan of cutting up fish of any kind (rich or oily preferred) such as trout, eels, etc., into small bits, putting them into a bottle and exposing it to the sun. In a few weeks, according to the weather a rancid oil is formed, a few drops of which smeared over the bait or trap with a feather will draw most any animal to it that happens that way, while without it *it would have passed and repassed again*. Other powerful scents are obtained by the trappers from the animals themselves—from the Beaver (called castoreum) which is now a regular article of commerce. Others being secured from the Muskrat female or even from the Skunk, or a drug known as "assa-foetida." Oftimes these are compounded or mixed together resulting in the *ne plus ultra* or quintessence of diabolical stench, which despite their nastiness, irresistibly lure many animals to their doom, and called "medicine." Again plants serve the same purpose, such as fennel, cummin, fenu-greek, lavender, even the perfume of rhodium (oil of rose) costly as it is. No two trappers choosing hardly the same, "each swearing by his particular kind of stink" *yet all agree that without it*, oftimes all their efforts would be in vain, as by its use the chances of failure is reduced to a minimum. These can be purchased and should my readers desire to acquaint or test their virtues, samples can be had at an expenditure of 25 cents. By its use "trails" are made by dragging along the ground from distances away to the traps pieces of bloody meats, fish or entrails of fowl or animal which has been smeared in the preparation. At times the soles of boots are smeared with it, occasionally as the *trapper goes his rounds*, thus covering his entire line of traps (usually he visits or goes these rounds early in the morn) or especially at the approach of stormy weather. Nature has endowed all animals with the powers of knowledge necessary as *if to warn them to skirmish for their*

food so as they can retire to their haunts until such time as the storm has passed, when they reappear as though by infinite command, even enabling certain species to hibernate, which is not by any means confined to the bear. When snow flies then *trapping is at its best*, for even the inexperienced can then follow the trail, while it also forms the easiest hiding places for the traps. Here a favorite method of old trappers is to bury bait, scent it and following its removal to place there his trap *with bait again below the trap*, for the animal is almost sure to return, pawing as usual to remove it, he places his foot in the trap and is caught. Another method of the artful trapper is to set his traps on the edges of shallow water, staked to the bank or "sliding pole" submerged just under the surface of the water, its distance from the edge of the bank being *about the reach of the foot of the animal*. He then cuts a sod of grass, just the size of the inside of the trap's jaws, and places *it over the pan* carefully. The bait is then placed beyond. When an animal goes to reach the bait he naturally places his foot on the sod of grass to support him, *when the trap is sprung* and he is caught fast; extreme care however, being taken that the trap and sod be placed naturally even with the surface and *seemingly a solid foundation*, and the bait, usually a dead bird or rabbit, placed about a foot or so away and secured by a cord and stone.

When however, the trapper is fortunate enough to secure an excess of meat, or to kill a larger animal such as Antelope, Deer, Moose, etc. by his skill with the gun or rifle, *away from his trapping district*, then he is in his element, especially if Wolves, Coyotes, etc. abound, for his success is assured. Skinning the animal and helping himself to its choicest portions for his sustenance and the hide; he disembowels the animal, applies his medicine and drags the entrails *towards the carcass from all directions* like the spokes of a wheel; he then sets his traps about the carcass, *a trifle away from it* and retires. A day or night or two might pass without reward, but sooner or later success comes beyond his expectations, for such a feast cannot pass unobserved. Soon one appears, then more and more, until a veritable pack of savage

beasts are soon feasting. Should any touch his traps that lay a distance away, it is caught, then another and another, until his traps are full. If his *drags and clogs are right*, these howling with pain, retire to a distance, and their howls mingled with that of the beasts fighting for their share, fill the very air with trappers music. Morning comes and the trapper, rifle in hand, secures several more by his skillful aim. Fear he knows not, for seldom will the beasts (gorged as they are with foods) resent his appearance, especially as daylight approaches; seeking his traps and the animals therein, which are seldom afar, he dispatches his victims, and using their carcasses sets his traps "**ad finitum**," and his winter's catch is assuredly successful. The writer himself had the pleasure of such an experience when employed in the service of the U. S. Government, on the borders of Texas (1885 to 1893) and with seven rusty old Newhouse traps secured by the Indian scouts, none of them the regular Wolf trap (No. 4½,) captured no less than five Wolves and Coyotes, besides shooting down with our rifles before dispersing them, seven others, and as the Texas bounty alone (not counting value of hides) was then \$25.00 each, I leave it to the reader whether it was good night's work; and were it not for the fact that we could not (being on travel orders) delay, there would have been no telling what our final aggregate could have been. In conclusion however, let me say that the carcass referred to, was in this case, several Deer shot by the Indians for food, and well staked down to the earth, to preclude any possibility of their being dragged away.

Trappers Aids

The Best Bear Bait—Is honey smeared on fresh fish, or burnt honey comb.

A Slendid Place for a Trap—Is between two logs where there is a passage way through which the animal must pass; by-paths as they are termed, natural channels, crevices or paths littered with hollow logs, etc. through which the animal must pass, or is apt to.

Never Handle Traps—With bare hands, use rags or buckskin gloves. Never spit about where traps are laid.

Use Scent Baits—Wherever possible. Bark-stone, Fish Oil, Castorium, Musk, Assafoetida, Oil of Rhodium, Oil of Skunk, Amber, Anise, Sweet Fennel, Cummin, Fenugreek, Lavender or a compound of them all.

Read the Game Laws—Of the U. S. and Canada. Price 25 cents.

Soak a Piece of Meat—In the scent compound and drag it along on the ground between your run of traps, it is very effective as a trail to the trap, leading animals into them.

Clogs Used On Traps Should never be secured to a tree or stake, let it be a stone or log of size and weight equal to the game you desire to trap; fasten it so it cannot be jerked off.

No Sportsman—Hunter, trapper, angler or fisherman should fail to secure and read (post up) on the Game and Fish Laws of the U. S. and Canada, especially of the laws concerning the game where you propose to hunt them. Send for a copy, price 25 cents (coin or stamps) and avoid borrowing trouble.

Always Place Your Traps—Where you can inspect them with the least difficulty. Animals often visit traps a dozen times, smelling them suspiciously and leaving them by reason of that suspicion. If your traps are right never touch or change them. If a storm or blizzard comes, snow and cold in plenty, you will then get your reward, as the snow covers the suspicious part and the cold

makes them hungry enough not to be too particular.

Trapper Packs—Including traps, have the limit of weight at about 60 to 75 lbs.

For Trapping Deer—Use the New House No. 4, for Skunk, No. 2.

In Baiting Traps—Always place the bait either on *stick above the trap* or in an enclosure, so arranged as the animal must step on or run over the trap, or better yet, jump up to get it; never place it on the pan.

Quantity of Traps to Take—Depends on the locality you trap in. If you travel by boat or team your supply need not be limited, but if you intend to make a business of trapping, the more the better. (See packing traps.)

Season of Trapping—November to April. Furs from May to September are useless. Winter furs only are in prime.

Always Set Traps—For aquatic animals where they can take to the water, and by weight of the traps and chains drown themselves.

To Make Fish Oil—The scent used by many old trappers. Take Trout, Eels or fat fish of any kind, cut in small pieces and put them in bottles, and leave in hot sun, when an oil and putrid smell accumulates. Use this to scent your bait.

Bird or Fish Heads are Good Bait—In cold weather. Smoke your baits to give them a stronger smell, or smear your traps with blood, using a feather to smear it over them. Fried meats smeared with honey is good trap bait.

Use—No. 5 or 6 Newhouse traps for Bear, Moose, etc. No. 4½ for Wolf. No. 2½ for Otter.

To Capture Small Birds—Use bird lime made as follows: Take the inner bark of slippery elm which should be gathered in the early summer, scraped into a pulp and simmer slowly in just enough water to cover it, stirring and mashing it so as to extract the substance; add to it linseed oil, and when thick enough like glue, it can be smeared over limbs or trees where birds frequent. The best bird lime is made from varnish or linseed oil alone, boiled down until a thick gummy mass.

If you can secure an *owl* fasten it to some spot frequented by birds, and a short distance away smear the limbs or twigs with bird lime. When the owl which is the most detested enemy of all birds is found, it will attract a veritable swarm of birds to that vicinity, when they will be caught by the quicklime that surrounds the captured owl.

An Indian Method in Winter—Of killing wild game, wolves, bears, etc. is to take a piece of flexible steel or whalebone, anything that has a bend to it, and bend it into as small a circle as possible, securing it with the sinews of the deer, this they insert in a ball of meat, flesh, fat and blood and allow the whole ball, (not a large one) to freeze. A number of these they throw out on the snow or ice, about the haunts of the animals; coming along they find them and being hungry, ravenously devour or swallow them, on account of their being hard and frozen. The heat of the stomach soon melts the frozen parts of flesh and sinews, when the spring coil straightens out piercing the stomach, causing agony, and death which in due time ensues, and by following the trail of the animal they invariably find them, perhaps locating others besides. In the Arctic regions where the writer spent over three years living constantly with various tribes of Esquimos, I have often assisted in the preparation of these killing balls, and witnessed their fearful results.

Don't Forget to Read—The Game Laws of the U. S. and Canada, before you start on a trip, (price 25 cents postpaid) ignorance of the laws excuses no one. Send for a copy and avoid trouble.

If You Like This Book—Send for its mates, The Complete Camper's Manual or How to Camp Out and What to Do; The Complete Fisherman and Angler's Manual or How to Catch Fish; each 140 pages, nearly 300 illustrations. Same price as this volume.

The three volumes all bound together in cloth, over 400 pages and 800 illustrations, prepaid to any address for \$1.00. Splendid acceptable presents, any time.

For Cold Nights Sleeping—Use a pair of Arctic or loose sleeping socks. No fear of cold feet at night when sleeping. Price only 25 cents.

To Make Traps Rustproof—Dip them in a solution of melted beeswax and rosin.

Set Traps Whenever Possible—In the runways or paths of animals.

In Rutting Season—Use for Skunk bait, musk of skunk or rotten eggs with old meat.

In Baiting With Muskrat—Use for scent musk from the rat. In baiting with fish, use fish oil for scent.

A Practical Trap—Can be made by boring a series of two-inch or larger auger holes in a water logged stump or log, and driving in two or three horse shoe nails, so that any small headed animal who thrusts in his head to secure bait behind the nails cannot withdraw his head, because the nails catch and kill him.

Set Traps for Otter—At the foot of their slides a trifle under the water. Beaver also.

The Secret of Trapping Wild Animals.—My style of setting traps was most simple and very effective, although it required a good many traps to do the work. Knowing the habits of the animals I was trying to catch alive I adopted the following methods.

I set my traps only on the trails running through the thickest part of the woods. Here we would bury traps at intervals along the path by first digging a hole with a hatchet and removing the earth. Then we carefully laid a trap in place, laying a piece of canvas under the trap pan to keep the earth from interfering with the spring or clogging it. Next we carefully covered the trap with earth and smoothed the ground off, after securing the trap chain to limb of a bush or trunk of a tree. We were careful to place a few branches or stones on either side of the path ahead of each trap to guide the animal directly over the trap into it.

Then all was ready but one thing and that was the secret of our great success in trapping animals. We placed a small stick across the path right in

front of the trap. This served to guide the animal's foot directly on to the pan of the trap, as an animal in walking on a trail will never tread on a stick, but always take a short step without touching it. A stick placed at the right distance in front of the trap will always have the desired effect. All animals, while prowling through the woods will follow a trail when they encounter one for some distance before taking to the woods again. Consequently a line of traps set at intervals of a few rods along the paths through the woods is pretty sure to land any wandering animal.

Wolves Will Not—Touch dead game if it is partly covered with brush, leaves, etc., as they fear a trap.

Always Suspend Your Bait—A trifle over the trap so as the animal must step on the pan to secure it.

Shipping Skins, Etc.—We request Hunters or trappers who are shipping to us, when they kill extra fine specimens of Deer, Antelope, Mountain Sheep, Elk, Moose or Caribou, leave the feet, head and horns on. We want them for mounting purposes. They should be boxed and sent by freight and billed as green hides, than they will come at lowest freight rate. Also, when they kill well furred Bear, Wolf, Fox, Wolverine or Wild Cat, they should be skinned in good shape, head and feet perfect, leaving the claws on. Salt the skin of their feet and put some salt in their ears.

Don't Ship Skins—Unless caught in season and prime, and have them tanned right; for those however who are in the woods, away from shipping points, these receipts are mostly intended for.

In Skinning Hides—Keep the back of the knife close to the hide (always) and draw out the skin with the left hand, using a skinning knife to insure success.

To Salt Hides—Remove flesh or excess fat, put on plenty of salt thick, when the salt is absorbed put on more, roll up tight fur side out, cord it and is ready to ship.

To Catch Muskrat.—In the female muskrat, near the vagina, is a small bag which holds 30 to

40 drops. Now all the trapper has to do, is to procure a few female muskrats and squeeze the contents of the bag into a vial. Now, when in quest of muskrats, sprinkle a few drops of the liquid on the bushes over and around the trap. This will attract the male muskrats in large numbers, and if the traps are properly arranged, large numbers of them may be taken.

In Poisoning Wolves, Foxes, Etc.—Place the poison in center of meat balls.

Large Game or Whole Deer—Should never be skinned for shipment; draw the entrails, wash inside with cold water.

Game Birds—Should be shipped in natural state, undrawn, in cold weather; in hot weather draw as soon as killed, if to be shipped.

Never Dry Skins by a Fire—It ruins and spoils them.

Quantity of Traps to a Barrel.—Traps that are packed in barrels number as follows: Size No. 0, 30 to 50 traps to a barrel; No. 1, 25 to 35; No. 1½, 15 to 25; No. 2, 10 to 15; No. 2½, 8 to 12; No. 3, 6 to 10; No. 4, 5 to 8; No. 4½, 2 or 3.

Weight of Traps Per Dozen—(Newhouse) No. 0, 7 lbs.; No. 1, 10 lbs.; No. 1½, 13 lbs.; No. 2, 17 lbs.; No. 3, 28 lbs.; No. 4, 33 lbs.; No. 4½, 98 lbs.

Right Traps to Use.—No. 0, Rat or Gopher; No. 1, Muskrat; No. 1½, Mink; No. 2, Fox; No. 2½ and 3, Otter; No. 4, Beaver; No. 4½, Wolf; No. 5, Bear; No. 6 (for Grizzly Bear, Lions, Tigers, Cougars) it is the strongest trap made, weight 45 lbs.

Cost of Traps—Range from \$4.25 per doz. with chains complete to \$20.00 each, according to size. Price list as follows:

	Per doz.		Per doz.
No. 0 Rat.....	\$ 4.25	No. 3½ Large Otter	\$18.00
No. 1 Muskrat	5.00	No. 4 Beaver	16.50
No. 1½ Mink.....	7.00	No. 4½ Wolf	40.00
No. 2 Fox.....	10.50	No. 5 Bear.....	75.00
No. 2½ Otter with teeth	14.00	No. 6 Large Bear	240.00
No. 3 Otter	16.50		

Traps above complete with all chains ready for use.

A Unique Trap.—Cut a small bush (spruce or pine is best) stick it up in deep snow or through the ice of a small river or stream; such a curious thing will attract animals to it, being new to them. Small pieces of meat, and several traps placed here and there about it, is pretty sure to land an animal or two after a few nights. Scent your main bait, which should hang so as the animal must put his foot on the pan of trap to reach it.

Another One.—Bore holes in the ground and fill them with bait scented, in a circle, your trap in the center, is mighty apt to catch something, especially if two natural logs V shape lay near it. It is sure death to Wolves if the bait is poisoned and frozen.

Burning Sulphur or Brimstone—Placed in the hole of any animal will smother them out or kill them.

Skunks in Their Holes—Will not throw their scent. *Old trappers* put their hands in and pull them out by the tail, hitting them with a club the moment their head appears. They will not bite at these times, so don't be afraid.

Trap Set for Skunk—Needs no covering, they are not suspicious but go right in.

All Water Animals—Are prime while ice is in the rivers or streams.

Clean and Smoke Your Traps—Using smoke from feathers of birds. Never handle them with bare hands. Wash them well and oil them first.

Wash Traps—With weak lye or soapsuds, then grease and smoke them over burnt feathers, and never touch them with the hands.

It is Not Safe—To send hides to market green except in winter or freezing cold weather.

Unseasonable Furs—Are graded 2, 3 or 4, last grades, and are only prime No. 1 in early winter.

Use McCall's Decoy—A powerful prepared scent to attract animals. Small can costs \$1.00.

When Traps Are Set—Smear with a feather your *scent* baits over it, and you are almost sure of success.

Pure Strychnine—Costs \$1.50 per oz. Sure death capsules for killing wolves, foxes, etc.

Use Buckskin or Moosehide Moccasins—When hunting or trapping; and do not stir up the ground when setting traps, be careful to leave the ground as near as you found it as possible to do.

Tanning Fur and Other Skins.—First: Remove the legs and other useless parts and soak the skin soft; then remove the flesh substances and soak in warm water for an hour; now:

Take for one large or two or three small skins, borax, saltpetre and glauber-salt, of each $\frac{1}{2}$ oz. and dissolve or wet with soft water sufficiently to allow it to be spread on the flesh side of the skin.

Put it on with a brush, thickest in the center or thickest part of the skin, and double the skin together, flesh-side in, keeping it in a cool place for twenty-four hours, not allowing it to freeze, however.

Second: Wash the skin clean, and then: Take sal-soda, 1 oz.; borax, $\frac{1}{2}$ oz.; refined soap, 2 oz.; (white hard soap;) melt them slowly together, being careful not to allow them to boil, and apply the mixture to the flesh-side as at first—roll up again and keep in a warm place for 24 hours.

Third: Wash the skin clean, as above, and have saleratus two ounces, dissolved in hot rain water sufficient to well saturate the skin, then:

Take alum, 4 ozs.; salt, 8 ozs.; and dissolve also in hot rain water; when sufficiently cool to allow the handling of it without scalding, put in the skin for 12 hours; then wring out the water and hang up for 12 hours more, to dry. Repeat this last soaking and drying from 2 to 4 times according to the desired softness of the skin when finished.

Lastly: Finish by pulling, working, etc. and finally by rubbing with piece of pumice-stone and fine sand-paper.

This works admirably on sheep skins as well as on fur-skins, dog, cat or wolf-skins also, making a durable leather well adapted to washing.

Above recipes are reliable if strictly followed; if skins are however, well cleaned of meats and part of the fat well salted, rolled up and tied, they had best be shipped up at once.

Newhouse Clamp.—A device for setting traps (large ones) \$4.50 per dozen.

Trap Wrenches—For Wolf traps, etc. per doz. \$1.50 delivered F. O. B. cars at factory, or Chicago, Ill.

A Novel and Effective Poison Trap—For Skunk, etc. Bore holes in logs, then fill with lard, tallow, etc., to which strychnine has been mixed. When it freezes they must lick it out, and it kills them before they can get far away. Scent the spot so as to attract them to it.

Another Good Way.—Bore holes in logs, driving horse shoe nails slanting in the holes, fill the recess behind the points of the nails with good scented baits; they will stick their heads and shoulders in to get it, but they can't get them out, for the points of the nails prevent it. For small animals this is excellent, even for rats.

Never Put the Bait—On the pan of the trap. Cover the pan with dry leaves or dirt or both, never use twigs on the pan, that is for the foot of the animal only.

Always Bed Your Traps—On bare, smooth ground then cover it with dry leaves taken from a distant spot, mixed with feathers.

Animal Poisons—Put up especially for killing Skunks, Weasels, Wolves, etc. in form of capsules ready for use. 40 cents per dozen. We have them. Larger doses for Bear, etc. 50 cents per doz. Pure strychnine crystals or powder as desired, drachm bottles, 35 cents each, postpaid. Tastelessly arranged ready for business.

The Best Book on Trapping—"Camp Life and Tricks of Trapping," 300 pages, 500 illustrations; postpaid \$1.00. Write for one.

For a Complete Camp Cook Book—Send for a copy of the Complete Camper's Manual, or How to Camp Out and What to Do. 136 pages, over 200 illustrations.

Decoy Bait Scent—Is put up ready for trappers use, price 25 cents per oz. 1 pint can \$2.50. We keep a supply on hand.

Trappers Tricks

Fasten Small Traps—To a cut branch of a tree about the weight of the animal you expect, using the same branch if needs be, to adjust your *bait over the trap, but rather choosing a natural bush or tree. Never set a trap until the last thing.*

For Signs of Animals—Dung, signs of a meal, feathers, bones, etc., shed hair, holes, dens. Set traps here.

Preserve Leavings.—When you find feathers, etc. leavings of a meal, keep them to use in connection with coverings of the trap you set, or set a trap about it.

Skunk in Fall—Are often found in open fields, about small bushes, etc. In winter on higher ground.

A Good Dog—Is a trapper's valuable adjunct; always aiding you to locate trails dens, etc.

Good Baits—Are birds, fish, beef offals, rabbits, cheese, rotten eggs, entrails, etc.

Trapper's Patience—Study it; don't pull up a trap, try again and again; stick right to good places.

Opossums, Coons, Etc.,—Are found in dense woods.

Always Keep Traps—Free from rust, well greased and cleaned.

In Setting Traps in Holes—Insert them well inside and scent them; don't place them outside, they can perceive the fraud. Cover with leaves.

Bait Gone.—When you find this, and trap still set, arrange your bait the other side of trap; leave the trap be.

Mink can be found—Near swamps, along streams and their waterways, especially where dead wood, logs, etc. are bunched. Look for their tracks in the mud, sand, etc.

The Oil Reflector "Jack Light."

See article on Deer Hunting.

To Find Out—Positively if animals frequent a certain spot, place a small piece of bait there over night; if it is gone in the morning, set your trap right there carefully.

In Dead of Winter—Many animals hole up for several weeks or more.

Never Apply Heat—In drying skins; hang them in the shade is best.

Useless Tails.—Tails of opossum and muskrat are of no value, so cut them off.

Remove the Fat—Of all skins; fat left on heats and spoils the hide.

Best Month—For bears and badgers is March; water animals until the ice leaves.

To Locate Skunks—Look for their holes on rise of ground or hills near rocks, etc., examine all holes, and notice if black and white hairs are there, being lazy they choose holes already formed; look for droppings a little distance away; set traps close to holes.

To Trap Mink—Dig a hole in the bank near their haunts, place your bait inside your trap at its edge and cover it well; sprinkle water around so as to wash your traces away; before leaving it clog the trap of course, and use scent bait.

Never Set—Large traps without a trap wrench.

The Best Time—First stormy night, or before a storm the animals are then foraging for foods and seeking warm holes to den.

Skunks—Hole up in very cold weather in rabbit holes which they often kill and live on, until forced out by hunger or a warm spell.

How Animals Gnaw Loose.—The caught leg or foot becomes numb and some what painless, and the bone being broken, is easily detached.

Mark Your Traps—By filing your initial thereon, or by marks.

When You Succeed—In catching an animal, leave your trap and reset it; it often pays well, especially at dens.

Always Remove—Bones from tails of skinned animals; it rots therein otherwise.

Keep Skins—Loose and straight; don't roll them up; pack them straight is best.

Skunks are Easy—To trap. A rabbit often displays more intelligence as to traps than the skunk.

Bait for Mink—Any fresh meats, fish or fowl, muskrat meat, etc.

The Best Book for Trappers Is unquestionably "Traps and Trap Making" by Hamilton Gibson; 300 full pages, price \$1.00; over 200 illustrations; very complete and accurate.

To Attract Wolves—Place bones or large chunk of meat in fire and let it smolder. Use carcasses of other animals.

Smear Traps with Blood—Or dip in thin solution of melted beeswax or tallow.

Number of Traps to Use—Six dozen traps are ample for any trapper to attend.

Always Sink Your Traps—To the exact level of the ground, leaving the surface as near as it was as possible.

Use Fresh Baits—Whenever possible; fasten them to a short stick and in the right position to lead feet into the trap.

Cut Up Old Baits—In small pieces and scatter them along the route of your traps.

How to Skin—Cat, Fisher, Fox, Lynx, Martin, Mink, Opossum, Wolverine, Otter, Skunk and Muskrat must be "cased," that is, not cut open. In skinning, cut at the rump and turn the skin inside out over the body of the animal, leaving the pelt side out.

After scraping, cleaning and drying, some dealers advise turning the skin back again, leaving the fur side out; but with the exception of Foxes, Red, Silver and Cross, the large dealers now prefer the skin left pelt side out, as the quality can be more easily determined by examining the rumps; and are better preserved and protected in the numerous handlings.

Badger, Bear, Beaver, Raccoon and Wolf must be "open," that is, cut up the belly from rump to head. After scraping, cleaning and drying, stretch to a uniformly oblong shape to the fullest extent

of the skin, but not so much as to make the fur thin. When thoroughly dry, trim off any little pieces that spoil the appearance of the skin, but leave on heads, noses and claws.

No. 1 Skins—Must be large and full furred or prime; remember they grade down to 4.

Do Skinning, Stretching, Etc.—After you have tended all your traps. Skin and dry carefully if you market.

Jerked Meats.—If you have the fortune to kill a deer or moose in warm weather, and have an over-supply of meat that is likely to be tainted, you can preserve it by the following process: Cut all the flesh from the bones in thin strips, and place them for convenience, on the inside of the hide. Add three or four quarts of salt for a moose, and a pint and a half for deer, well worked in. Cover the whole with the sides and corners of the hide to keep out flies, and let it remain in this condition about two hours. Drive four forked stakes into the ground so as to form a square of about eight or ten feet, leaving the forks four feet high. Lay two poles across one way in these forks, and fill the whole space the other way with poles laid on the first two, about two inches apart. The strips of flesh should then be laid across the poles, and a small fire of clean hardwood should be started underneath, and kept up for twenty-four hours. This process will reduce the weight of the flesh more than half, bringing it to a condition like that of dried or smoked beef, in which it will keep any length of time. This is called jerked venison. It is good eating, and always commands a high price in market. An over-supply of fish can be treated in the same manner. They should be split open on the back, and the backbone taken out.

Never Set—Large traps without a trap clamp. Never place your hands about the jaws or pan, and don't handle a set trap.

Trapper's Best Friend—Is a good, well trained dog.

Don't Reset—Where sprung traps are found; try a new place thereabout. If bait is gone and trap unsprung, you are at fault, so reset in these instances.

Overhanging Trees—Or inclined ones, nail your bait to them. If your traps are set under right, are excellent places.

For Water Set Traps—(Traps set in water.) Use rubber boots and wade into the waters, avoiding the shores, or wash your tracks by throwing water on them.

Dry Set Traps—(Traps set on land.) Step always in your same tracks, using moccasins, not boots, or cover boots with skin tied on hair side out.

Wash Traps.—Oil and grease them well, smoke or cover with blood, beeswax, etc. and keep free from rust.

Use Dirt from Dens—Rotten wood, leaves, dung, small feathers, etc. for bedding down traps.

Always—Set your traps for the foot of the animal and arrange your bait so as he must set his foot on the pan to secure bait.

No Duty—On raw furs from Canada.

Skunk—Are the first animals to get prime in late fall and early winter. Water animals are last.

Bears and Badgers—Are only prime in mid-winter and very early spring.

The new wire trap.

Going Camping

When is your vacation? How will you spend it? Do you ever stop to think what *a real vacation is*? The short space of time you have eagerly looked forward to is here, or nearly so—how will you spend it? Are your plans laid for a real enjoyable, health-giving trip somewhere? You have been chained down to business, the hum drum life of a restless city, and ceaseless pursuit of the almighty dollar has made your nerves unstrung; you are at times fretful and cross, and despite your business success you feel tired in mind and body; Nature itself seems to tell you to go off and rest somewhere.

Wake up man, go to the woods and forest as did your forefathers before ye, where the pure air laden with the health-giving properties of the woods can brace you, where the air and water is pure, where the sweet grass and wild flowers or leaves fill the very atmosphere with that which your system and sight most craves—a *positive and natural change*. There where apart from a city's ceaseless din and clatter, restful quiet awaits you, there the pure spring water ripples and flows unpolluted by your cities tainted atmosphere and man. Less than fifty miles perhaps from your very desk or bench are the woods and fields, with its cooling shade and waters, green carpeted hills or valleys, and a clear blue sky.

No costly preparation is necessary, the simple outfit made plain by these pages, you already have, or can secure; things that would not do for your vacation at home, suffice your every want here. Gladly too, will your chums accompany you. No elaborate outfit is required, a few hours or days simple selection, preparation, this Manual, and you are ready—off on a trip such as you never took before perhaps. A few hours pleasant ride transports you and your outfit, there you are—woods, waters, trees, privacy are there, and all you ask. Here truly can you begin and breathe life anew. And lo, what a change, and yet the cities distance away can be measured by that smoky sky in the distance. Here a cloudless and almost blue sky, green carpeted hills and fields lie before you,

while the very rustle of the leaves and the chirp of the wild birds seem to bid you welcome.

Unconsciously you inhale the aroma of those woods and fields; yonder the lake's cooling waters tempt you to a splash therein anyhow; your pulse beats and your heart throbs quicker, for boyhood days seem before you—you are free again. Look about more, yonder the shade of a mighty tree with its far spreading, shading branches invites you to its cooling shade. There is an ideal spot for your camp, fuel for your fire and light; the ripple of a stream near by tells you water is there in plenty—there is where your camp should be. A few minutes task and your outfit is unpacked, unrolled, while yourself and Dick arrange the tent with comfort and care. Hand the utensil kit to Tom, and the thud of the axe in Jack's hands proclaims that he too, is bent on doing something unasked for; and as the last peg to your tent is driven home, the bright glare of a camp fire shows that Jack has not been idle.

How clean and inviting looks that tent, how soft comfort-giving that canvas floor cloth, how neat in its entirety it all appears, for the Manual tells you and shows you how to make things so; and ere your interest wanes, the appetizing aroma of good coffee greets your nostrils, and soon the cheery voice of Tom proclaims that your first supper in camp awaits you.

And what an appetite—the broiled steak or bacon, the hot buscuit and steaming potatoes, so plainly cooked and served, tastes to you as it never tasted before, for a "camp appetite" is upon you, and this alone is a *relish* for such dishes, that money can't buy. Pass your plate for more if you will, but wait you must, for other appetites have increased prodigiously too, (hence our ample list) while Tom stands amazed, aye complimented; and when ye have satisfied your hunger, fill ye the good old pipe, press down the weed, and as the smoke curls up to meet that of the camp fire, truly do you feel like a boy again; while the stories told around that fire seem doubly interesting for its ruddy, cheerful glow. Your laugh echoes through the woods, and your interest only wanes as the log fire that Jack built goes down.

Glance at your watch and its hands betray that the hour of rest is upon you. Hie to the tent and a pleasant surprise is there for several; the simple camp bed is neatly spread on a soft canvas covered yielding carpet, soft to the touch. Peer under the canvas if you will and the dry leaves or neatly laid brush is shown, and thus the secret of a good camp bed is made plain to all. Turn in boys and tell your stories until restful sleep claims one by one, and as the voices cease, dimmer grows the reflection of the camp fire, and as you reach for the covers of your bed, the pale moon or stars bid you a restful good night. Sleep on ye wearied city mortals, for ye will find that one-half the sleep suffices here, unless perchance impoverished nature bids you rest on, for no cities noise bids you stir.

Two such weeks of daily life such as this, fits a man for a year's hard work again, and when the time comes to break camp and start for home again, regretfully you do so, yet with a clearer eye, a lighter step, a cheerful voice and a rested mind, a body and spirit as of old. A pleasant trip and you find yourself among family and friends again; they comment on that ruddy face, that clearer eye, hardly know ye why, and yet you feel they speak the truth, for you feel as you never felt before.

And now in your old haunts, things that once looked cheerless now seem bright; the knotty problems of the weeks before are solved with ease, your energies are as of old, truly can it be said that camping trip short as it were, did it all.

Last but not least, that which you enjoyed the most, that which has really benefited you so greatly, has actually cost you less than any vacation ever taken before. Figure it up again if you will, and already Tom, Jack and Dick stand ready for that next trip—for you now belong to that *vast army of Campers out*.

It is a peculiar fact that nature supplies most of the things essential to camping out, wood, water, trees, privacy; your own bed furnishes you with covers, your pantry the foods, and perhaps be you handy with rod or gun, luxuries are yours; if not your daily food serves you in camp, your kitchen your utensils or most of them; while the money you frit a way at home in a single month would

A decorative border made of stylized leaves and flowers surrounds the text. The border is thicker at the top and bottom, with a thinner line on the left and right sides.

supply you with an *outfit* of other essentials that would serve its purpose for many a healthy, enjoyable trip camping in the time to come.

As to the old excuse, married, family, etc. its a poor one. No wife could object did she but know or realize the abstemious effects and resultant benefits that accrue from such an outing, beans to bacon she would want to join you next time. Take your friends along, club together, even the children or the girls. Did you ever see a city bred child or wife that didn't revel and enjoy that day spent in the country fields or even a city park; the echo of the laugh, the romp and the pleasures of that simple bunch of wild flowers plucked by them was equalled by no bouquet your money ever purchased. The butterfly caught, or the fish revived in a camp bucket, will interest that child as no mechanical toy ever did; and the dainty dishes prepared by yourself and the girls, over the simple camp fire, will be relished by an appetite that money or drugs can't buy,

Eat, run, jump, yell, swim, hunt, fish if you will, or paddle those shoe-pinched feet in the sad-dy creek, and the rest and benefit you obtain will make you feel like a boy again, lasting long in your memory and life.

As to experience—a day or two, and you feel like a veteran. The Manual tells you everything, and should perchance you err, there is even pleasure in it, and no one but your own to criticize or condemn.

Thousands go every year, even children with parties. Once a camper out, always one, shows proof of the resulting benefits received therefrom.

Look at the camp cranks that number your acquaintances, or the thousands of volumes written on it and mark my words, there is reason for it all. That luxurious, costly trip to the seashore does not exceed the benefit of that same period spent in camping out. It matters little where you go, your wants are simple and inexpensive ones; old clothes suffice, your plate, your cup serves you the same, and should you desire other things, the cost is within your reach, be you rich or poor. *Can't do it you say*—then do the next best thing—"Read the Camper's Manual," and our other books. Send for them now.

Sportsman's Gun, Rifle and Rod Cabinets, Racks, etc.,

No.—3.

No.—4.

No. 1.

A good Rifle, Gun or Rod is of all things worthy of proper care, and by the use of one of these Racks, a fitting ornament for any library, office or sportman's den, ranch, club or home; they are so constructed to hang on a wall, shelf, bracket or table. Will hold four guns, rifles or rods and display them in attractive form.

No. 2.

Types of Portable Hunter's or Sportsman's Camp Stoves.

2—Single Burner Oil Stove.

3—Single Burner with 3-Hole Top.

2—Portable 2 Burner Wickless Oil Stove.

4—Folding Camp Stove Open.

Camp Stove (Not Folding)

Closed.

6—Another Folding Stove.

7—Malleable Campers Range and Tent Heater.

8—Camp Outfits and Mess Kit (Unpacked.)

(9—Outfit Packed.)

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We have purchased of the Receiver for "Buzzacott," a co-partnership which existed here, all of the stock consisting of tents, camp outfits and equipments, also a large number of each of the five books, viz: The Complete Campers' Manual or How to Camp Out and What To Do; The Complete Hunters and Sportsman's Manual and Trapper's Guide, and The Complete Fisherman and Angler's Manual or How to Catch Fish.

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