

# Welcome to ...

reWild Wainui, a community project to help protect and encourage native fauna and flora in our valley. Pests are a significant problem and have a major impact on the habitat and population of our native species (as well as maybe eating your lemons!). Collecting trapping data is vitally important in understanding whether what we're doing is working. Following is a step-by-step guide for signing up to Trap.nz, registering your traps, and recording your catches.

Contact Lawrence Smith with any questions, or if you are having difficulties. Email [Lawrence@rewildwainui.nz](mailto:Lawrence@rewildwainui.nz) or phone 021346486.

And make sure you visit our website for more information on the project, [www.rewildwainui.nz](http://www.rewildwainui.nz).

Happy Trapping!



# Step 1: Joining Trap.nz



Recording our catches is important to help us better understand pest activity in Wainui, and the impacts we're making as a community. A very important first step then is to **register on trap.nz**. It's the most widely used tool in NZ to help record catches.



1. Search for our project on [www.trap.nz](http://www.trap.nz), or go to <https://trap.nz/node/3124039>
2. Click "Join". Create an account if you don't already have one.
3. We will then approve your membership, look out for the confirmation email, usually within 24 hours.

Trap.nz has a simple but effective phone app, which you might find easier to use.

- Download the [Android version here](#)
- Or the [Apple version here](#)
- Or search for Trap.nz in either Google Play or the Apple store.

trap.nz

Find projects

Find project by name

reWild Wainui

Apply Reset

trap.nz

Project name	Description	Websites	Join
reWild Wainui	A project for the residents of Wainui to record pest captures to help understand the effectiveness of our community efforts!		Join

Find out more about our project at [www.rewildwainui.nz](http://www.rewildwainui.nz)

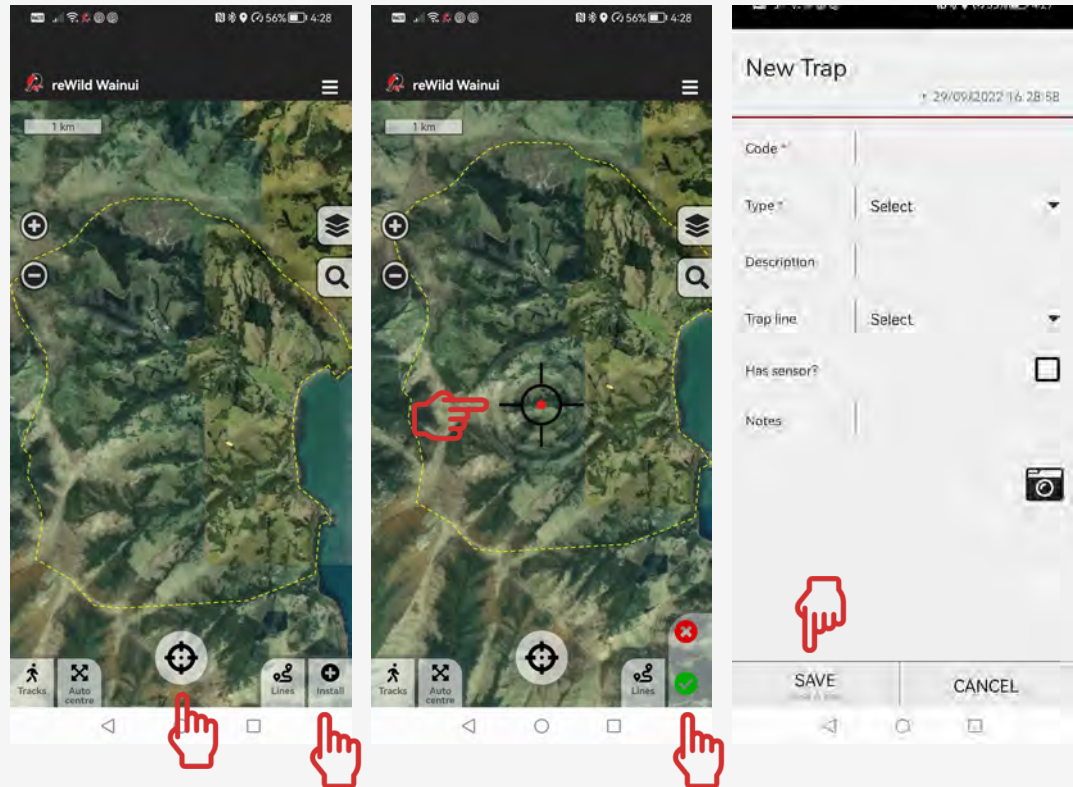
## Step 2: Registering your traps (via the Phone App)

You need to register your traps to be able to record catches. There are 2 options, either via the phone app or on your computer.

### App: (RECOMMENDED)

Log into the app and select the reWild Wainui project.

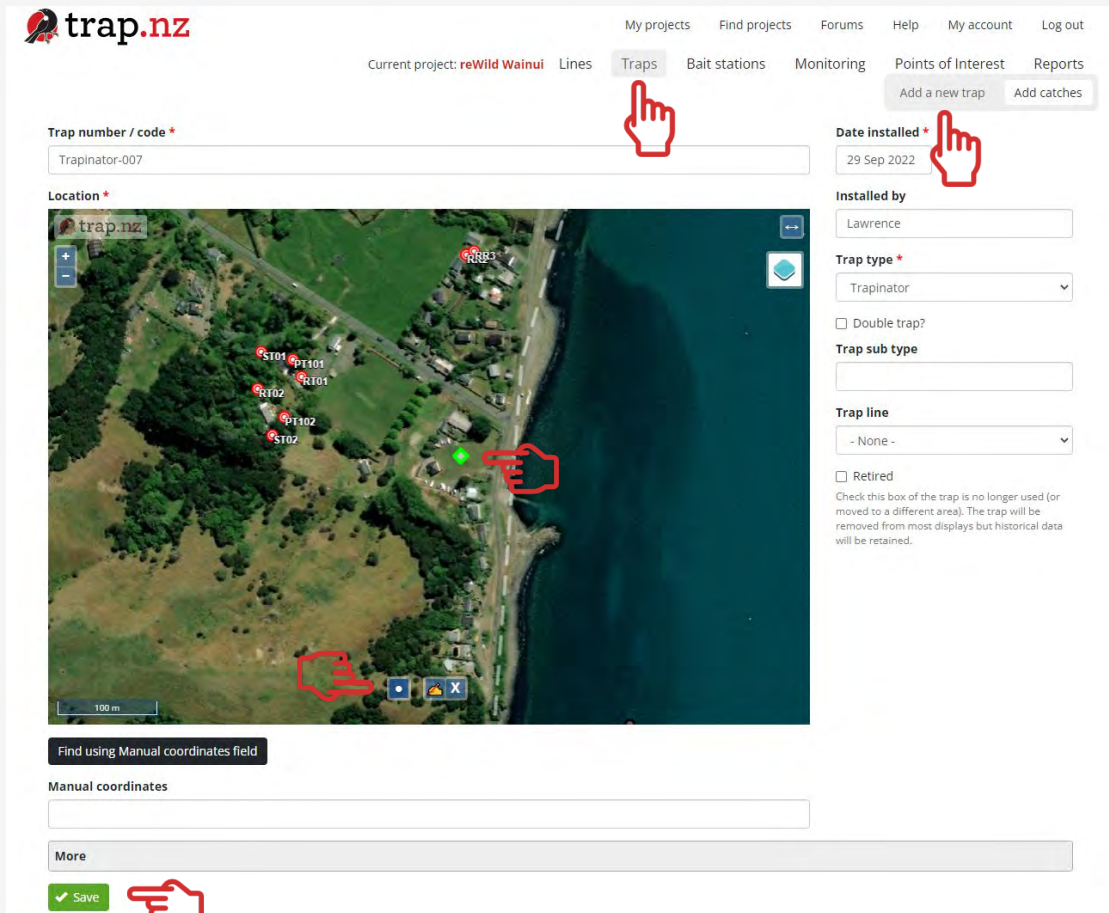
1. Click the middle button at the base of your screen to position the map
2. Click the "+ Install" button, bottom right.
3. Use your finger to move the marker to where your trap is located
4. Click the green tick to confirm
5. Fill in the details, (there is no trap line for backyard traps.) You can also add a photo of the trap if you want to
6. Click (and hold) the Save button. You can add multiple traps, just repeat these steps.



# Step 2: Registering your traps (via a Computer)

Log back into trap.nz and click “My Projects” then the project name.

1. Click Traps tab
2. Add a New Trap
3. Zoom in on your property using the + or - options
4. Click on the white dot button (near the bottom of the map) and move your mouse to where the trap is located, then click and you’ll see a green symbol appear. If it’s in the wrong place, repeat the process
5. Give the trap a meaningful code/name and fill in trap details. If we supplied your traps, it probably came with a sticker with a number on it. Ideally use this number in your Trap ID, so something like: Smith1021. It helps us understand what traps are where!
6. Click SAVE to complete



trap.nz

My projects Find projects Forums Help My account Log out

Current project: reWild Wainui Lines **Traps** Bait stations Monitoring Points of Interest Reports

Add a new trap Add catches

Trap number / code \*  
Trapinator-007

Date installed \*  
29 Sep 2022

Installed by  
Lawrence

Trap type \*  
Trapinator

Double trap?

Trap sub type  
[Empty field]

Trap line  
- None -

Retired  
Check this box of the trap is no longer used (or moved to a different area). The trap will be removed from most displays but historical data will be retained.

Location \*  
[Map showing trap location with a green dot and a red hand icon pointing to it]

Find using Manual coordinates field

Manual coordinates  
[Empty field]

More  
[Empty field]

Save



Find out more about our project at [www.rewildwainui.nz](http://www.rewildwainui.nz)

## Step 3: Record your catches (via the Phone App)

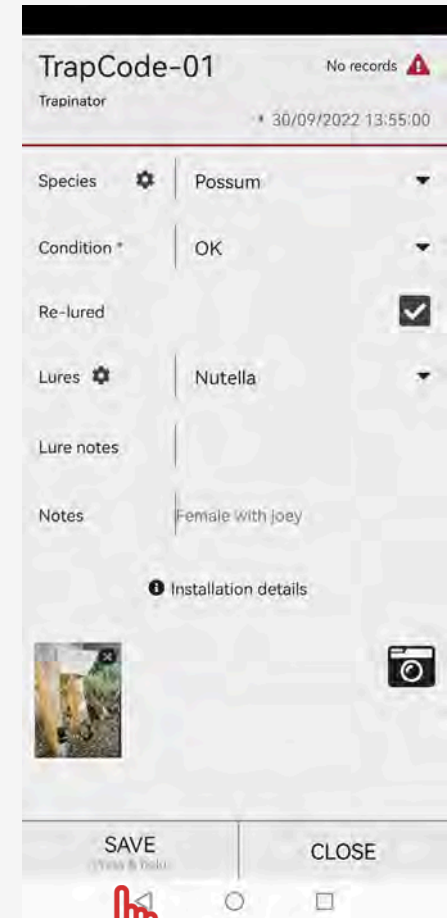
Find the app on your phone and open it, allow the app to access your location, choose “keep while in use access”.

1. Choose your project
2. You should now see a map with your trap names on it
3. Click the trap you wish to update
4. Fill in the trap status or catch details, adding the bait or lure type can be helpful
5. Press and hold “Save” to close

In an ideal world we would update the trap record every time it is checked, rebaited, or cleared of an animal. This helps us understand how effective that trap location is, and whether it needs to be moved?

But, we know this is a lot of work! **So, if you could at least update a trap whenever an animal is caught we'd be HUGELY appreciative!**

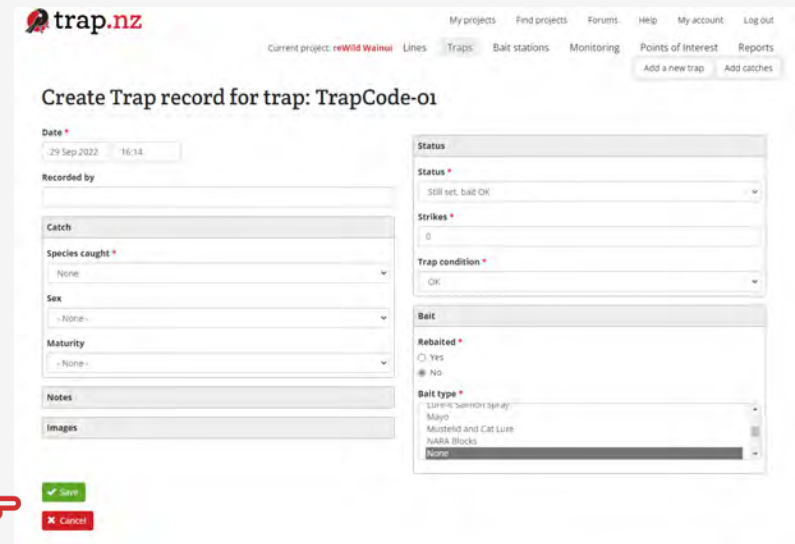
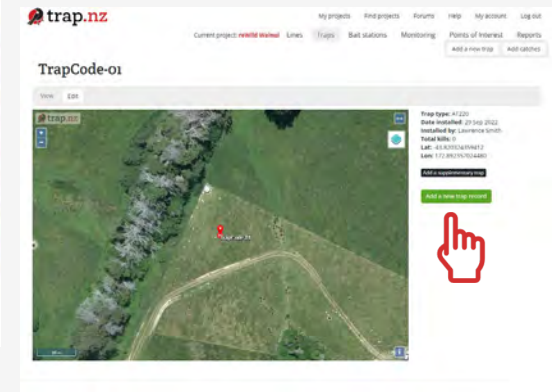
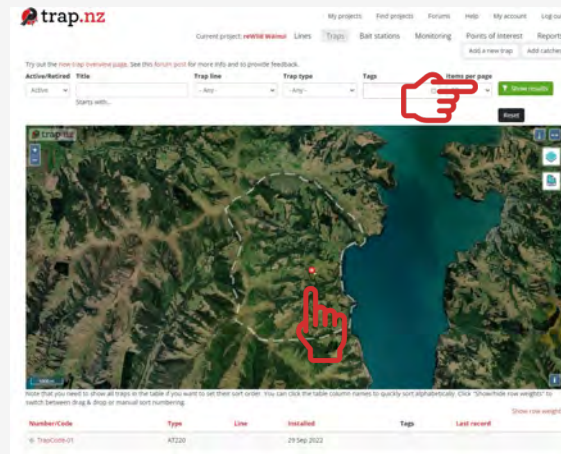
Thanks!



# Step 3: Record your catches (via a Computer)

Open a web browser and navigate to the trap NZ website, [www.trap.nz](http://www.trap.nz).

1. Log in and click on the traps tab. When the map comes up, just click “show results” to bring up a list of your traps below the map, no need to fill out the other fields.
2. Click on the trap you want to add a record for, either using the map or the list.
3. Click the green “Add a new trap record” button
4. Fill in your catch details – just the basics is fine.
5. You can add catches retrospectively, just amend the date.
6. Click SAVE and you’re done!



trap.nz

Current project: reWILD Wainui Lines Traps Bait stations Monitoring Points of Interest Reports

Create Trap record for trap: TrapCode-01

Date \*  
29 Sep 2022 16:14

Recorded by

Catch

Species caught \*  
None

Sex  
-None-

Maturity  
-None-

Notes

Images

Status  
Status \*  
Still set, bait OK

Strikes \*  
0

Trap condition \*  
OK

Bait

Rebaited \*  
 Yes  
 No

Bait type \*  
Bait type (select from type list)  
Maori  
Mustelid and Cat Lure  
NABA Blocks  
None

Save Cancel