



Pest Trapping and Monitoring Programme Volunteer Information Booklet

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Kaipupu Pest Trapping and Monitoring Programme

Welcome, Firstly, thank you for taking time to read more about the Kaipupu Pest Monitoring Programme.

Kaipupu Point Sounds Wildlife Sanctuary is a community project to create a safe haven for wildlife. At the heart of this community effort are hundreds of locals and visitors who have fallen in love with this beautiful headland of coastal bush, and want to help make this sanctuary for wildlife a reality.

The purpose of the Kaipupu Pest Trapping and Monitoring Programme (KPTMP) is to ensure Kaipupu remains as pest free as possible. The data you gather while trapping and monitoring helps us continue to gain permits that allow the introduction of new species to Kaipupu. Volunteers are the backbone of the KPTMP, spending hours of their own time monitoring and logging information vital to the success of Kaipupu.

The following information has been compiled to give you an idea of what is involved in pest trapping and monitoring and will provide you with other important information about our programme.

All the information in this welcome pack is downloadable from our website:

<http://kaipupupestmonitoring.weebly.com>

Or email us at kaipupupestmonitoring@gmail.com

Access to Kaipupu

Volunteers will be issued with a Port security pass which will allow them access through the Port. There are two designated car parks for Kaipupu by the gate.

If these parks are full volunteers can park to the left of the C3 booth. Volunteers must wear hi-vis when crossing the road to reach Kaipupu, hi-vis vests can be borrowed from the Kaipupu office.

Health and Safety

- You are responsible for your own safety while on Kaipupu.

Before trapping you MUST notify a friend or family member of your plans and expected return time.

Most of the sanctuary has reception but on the far side it can be patchy at times. Please ensure you inform a friend or family member of your days intentions so they can ensure you are out safely if on your own. Take your phone so you can make an emergency call if needed. If you feel something is unsafe then do not proceed with your monitoring.

OVERDUE/LONE WORKER PROCEDURE FOR DESIGNATED CONTACT PERSON

In the event that you cannot connect with the lone worker:

Name:.....Phone.....

WITHIN 60 MINUTES of an agreed check in time, please ring and give known details, to the Kaipupu Sanctuary Manager, Hazel Ross Ph; 027 898 2517

Or, if not available, one of the Kaipupu Committee Members listed below:

Gerald Harper 027 573 5925

Nicky Jenkins 021 444 528

Anna Polson 027 288 0503

To alert them of the situation

It is then the responsibility of the above named Kaipupu person to establish what else might be known about the situation on Kaipupu, and if necessary, ring: EMERGENCY SERVICES 111

To: Give the Kaipupu Jetty GPS coordinates 41 deg 16.4185 S – 174 deg 0.207 E and the

Coastguard Jetty Number - Q6300. And, explain the general location of the Kaipupu Mainland Island for 111 to contact the local Picton rescue services, if required.

In the unlikely event that the Sanctuary Manager or one of the alternative Kaipupu people named above cannot be contacted, it is advised and requested that the Designated Contact Person make the 111 call themselves with the above Kaipupu GPS & Jetty information.

If you need medical assistance ring **111** then the numbers above and **Port Security: +64 3 520 3350**

Do you have what it takes to be a volunteer?

To be a volunteer you must be reliable. Volunteers should also have a reasonable level of fitness as some of our trails are steep with some trapping and monitoring stations in odd places!

We do have a range of tracks though, and our wider main Loop Track and other contour tracks would suit someone wanting an easier walk. We have compiled information, such as location and difficulty, of each track which is available in the 'Finding the tracks around Kaipupu' section of this booklet.

What does trapping / monitoring on Kaipupu involve?

Currently Kaipupu has 17 tracks which have trapping and monitoring stations on them.

These are checked fortnightly and the lure is changed for fresh bait and the trap is cleaned and re set.

Monitoring happens in a 4 day window – Friday – Monday. If you cant complete your trap check in this window it is your responsibility to swap weekends with one of the other trappers.

There are a variety of traps on Kaipupu. These include: DOC 200 box and run thru traps, JT eaton mouse traps, T-Rex rat traps and self-resetting Goodnature A24 traps.

At different times we also use types of monitoring apparatus;
Tracking tunnels with ink cards, wax tags, chew cards and sand boxes.

On their chosen tracks volunteers will be checking each trap for pests, damage and/or signs of pests, removing pests and cleaning and rebaiting the station.

There is a need for constant volunteering to maintain the regular trapping and monitoring of any pests discovered. Currently we are intensively trapping with traps on all tracks, these need to be checked and rebaited on a fortnightly basis.

How long does it take to monitor a track?

The length of time you spend on site entirely depends on which tracks you choose to monitor. It is possible to monitor a couple of the shorter tracks in less than 30 minutes. Some of the longer trails can take up to 3 hours.

What will you need to take with you when volunteering?

You will need to bring your own:

- Communication e.g mobile phone
- Small pack
- Suitable footwear (something with grip!)
- Appropriate clothing
- A small torch (may come in also handy as looking into some boxes and tunnels can be quite dark)
- A camera
- Drink bottle
- Lunch
- Rain jacket

All other trapping and monitoring gear is stored in the shed on-site. There is a checklist in the shed to remind you of the things you will need to borrow from the trapping shed prior to your walk. Please remember to return all borrowed gear for the next volunteer!

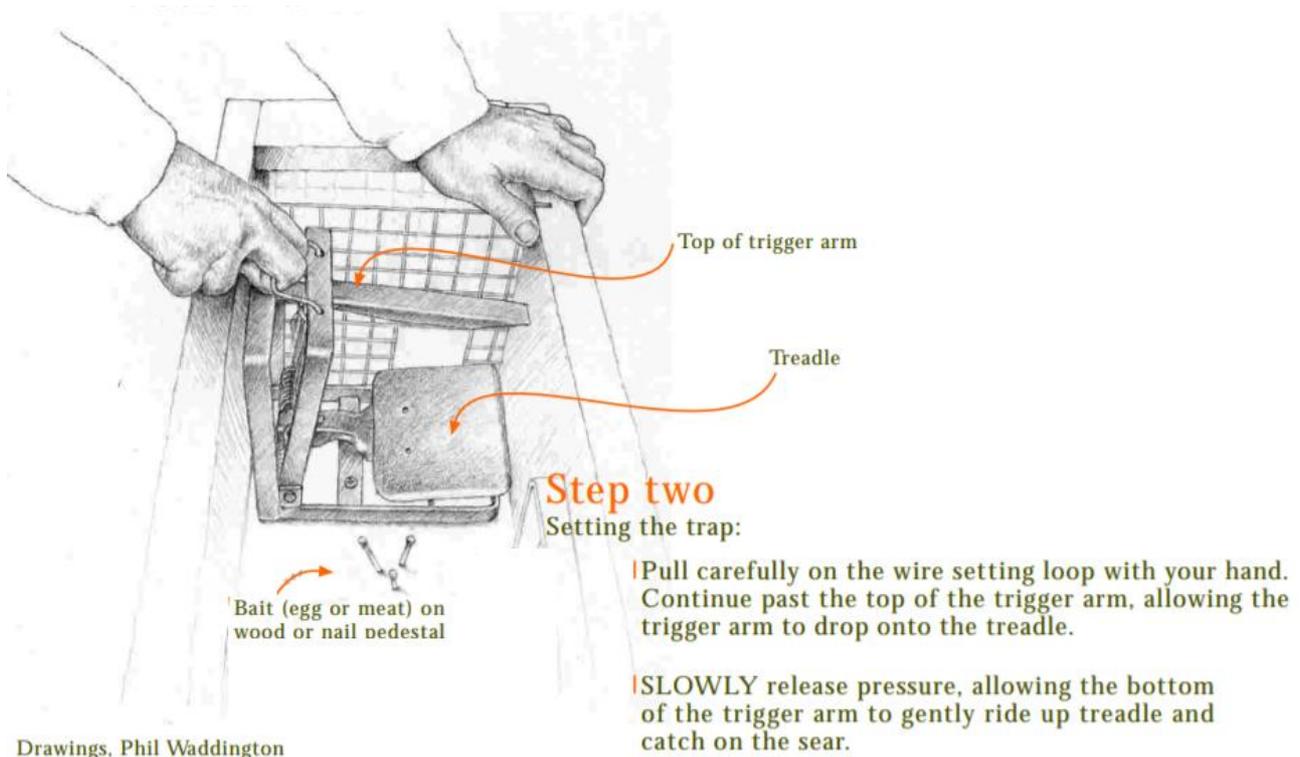
Kaipupu Pest Trapping and Monitoring

Mouse traps and T- Rex Rat traps:

1. Give the trap a good clean using a tooth brush or paint brush to remove any old Peanut Butter.
2. Remove the bait cup from the underside of the T-Rex.
3. Fill the bait cup with peanut butter and replace.
4. To set, squeeze the back end of the trap until you hear it click.
5. Carefully slide your set trap, bait-end first, into a wooden tunnel box until it's just inside.



DOC 200 box and Run Through traps



Do not reset DOC trap unless you are sure you are able to re set it. It does take a little skill to set a triggered DOC200 trap but don't worry, we will show you the best and safest way to do it using resetting tools and safety clips. We also regularly have group gatherings to practice and revise our technique.

DOC 200's : Change bait lure (bait) every time, baited with Peanut Butter placed on the teaspoon. DOC 200's have a wire mesh completely closing off one end, the other end has a small hole cut in for the rat to enter through.

DOC Run Throughs: (do not bait unless it has **STOAT written by it)**

These traps are open at each end and have a wooden ramp either side of the trap mechanism.

When baiting a **Stoat** Run Through, put half a Erayz square on both of the **wooden ramps** leading to trigger plate. Remember to keep fingers well clear of the trigger plate and trap.

* Do not put bait on the metal trigger plate.

Goodnature self-setting A24 traps.

Monitoring involves checking for pests underneath them and marking the pests with spray-paint, so the next person knows it has been recorded on your sheet.

All A24 Good Nature traps need to be 1.3 metres above the ground. If you find any traps that look to be below this height mark them on your sheet so they can be checked and moved higher.

Goodnature traps only need servicing, every 4 – 6 months by nominated volunteers.



Tracking Tunnels

A tracking tunnel is a small wooden box that has a removable card with an inked centre inside. A small dab of peanut butter is placed in the centre of the ink pad to attract pests. As an animal wanders in to eat the peanut butter their paws pick up the ink leaving a footprint trail as they leave the tunnel. Tunnels are individually numbered- this number corresponds to your track checklist. Using this number you can log where you have found a damaged or marked card and other information you feel is relevant.

All marked/damaged cards must be kept, filled in CORRECTLY and dropped into the letter box with your trap sheet for further inspection.

Wax Tags – These will be removed at the end of July 2021 so do not replace chewed tags.

A wax tag is a small orange tag with a wax end. Wax tags are usually nailed a foot or so off the ground to a tree. Out of curiosity an animal will sometimes nibble on the wax leaving their teeth marks as evidence. Wax tags are all numbered.

If you find a chewed wax tag please remove and date it with today's date and drop it into the letter box with your trap sheet for further inspection.



How to complete you track checklist

A track checklist is used to record your findings while monitoring. There is a checklist for each and every track on Kaipupu. Please ensure you take checklists for the tracks you plan to monitor from the shed before you start.

Track checklists must be filled out correctly and completely. This is important as the records you provide on your checklist are inputted directly into our online pest database and any information that is missing or incorrect could affect the way in which we eradicate pests.

Limited information is needed in your checklists. Please put the species. If you catch a Rat or Stoat please take a photo showing the gender or put it in a zip lock plastic bag and return it to the trapping shed for inspection.

Only enter the following symbols in each box

Code:

M – Mouse

R – Rat (Please take photo to determine the Sex)

S – Stoat (Please collect in Plastic bag so we can determine the Sex)

T – Triggered (trap has been set off but is empty).

Any other notes can be put at the bottom of the sheet.

Volunteering opportunities with Kaipupu

Trapping

We have 17 trap lines around Kaipupu that we check every fortnight. Over 15 years of hard work has gone into making Kaipupu almost pest free. An incredible group of dedicated volunteers have worked together to achieve the results we see today. Now the focus is making sure any new pest arrivals are caught as quickly as possible. And making sure that we keep the mice numbers down as they will predate geckos, skinks, and weta among other things.

A schedule is emailed out monthly and you indicate your available times and fitness ability.

Pest Monitoring

We use tracking tunnels and other tools to monitor pests on Kaipupu. Because we are so close to Picton we will always have new pest swim out to Kaipupu. It is important that we pick up any incursions as soon as possible so we can keep Kaipupu as pest free as possible and protect the species that live here.

We also have Good Nature automatic traps that need servicing every 4 – 6 months.

Maintenance

Our maintenance team carry out many tasks from maintaining the public track, through to building new sheds. They also clear windfalls over tracks and maintain the fence and jetty.

Weed Monitoring

Our dedicated weed team spend a few days a month removing any weeds that have been seen. This is important work and it is fantastic to see the native bush flourish when the weeds are removed.

Education initiatives

To engage and inspire the whole community (preschool to adult) through a hands-on conservation experiences. To increase conservation knowledge within a framework of science and research, encourage a connection with nature and promote application of ecological knowledge.

Picton Environmental Centre shop.

We have a fantastic little shop in Picton that we share with Picton Dawn Chorus and Envirohub Marlborough. It is a lovely place to spend time in, and the products are locally sourced and sustainable. It is also a great location for volunteers to come in to find out more about the three organisations and a great place to support education and share our stories.

We are looking for volunteers who can help and cover the front counter during the week.

Our opening hours are 9am – 3pm Monday to Friday. Located at 14 Auckland Street Picton

SWAT Team

If certain pests are detected, (Possum, Stoat, Rat etc) traps are strategically placed and baited with specific lures by our dedicated SWAT team. SWAT volunteers are part of an on call, flexible and dedicated team. To become a SWAT member please contact Hazel.

Pest Focus Group meetings

We have a monthly focus group meeting to look over the month trapping results and plan for upcoming projects. If you would like to join one of these meetings please speak with Hazel.

Biodiversity Monitoring

We use a large variety of monitoring to survey how species on Kaipupu are doing. This includes, 5 minute bird counts, lizard surveys, invertebrate surveys, plant surveys, penguin monitoring and more.

Other opportunities

We always have projects going on in the background, if you would like to be involved in any other areas, please put your hand up.

Finding the tracks around Kaipupu

- **M**-is the main track running around the peninsular. (Numbering starts at the pest team shed). Please note
Mw is portion of M track to the western side of Kaipupu up to and including station Mw1140.
Me is the portion of M track on the eastern side of Kaipupu starting at Me0000.(Grade 1)
- **A**-is the first track leading off M after leaving the shed and taking a clockwise route. It is not long past where the M moves away from the fence. Numbering starts from the bottom(Grade 3)
- **B**-is an offshoot from A and meets M just before the Jetty. Numbering starts from the bottom. (Grade 3)
- **C**-is accessed by turning off at the northern outlook, opposite the start of G track, using the W track to get down to its start at a T junction where W goes left. Turn right to start C. Numbering starts with C0000, at the northern end. C track finishes at the pest team shed.(Grade 3)
- **D**-comes off M track just as M turns from a north-east to a south-east direction. Numbering starts at the bottom. (Grade 2)
- **E** -turns off at Me and meets up with G. Numbering starts at the bottom. (Grade 3)
- **F**-is the first track leading off M track if you take an anti-clockwise route. There is a rope to assist with the steep piece near the start of the track. F turns into G at the top of the hill. Numbering starts at the bottom. (Grade 3)
- **G**-is an easy track turning off at northern outlook where there is seat. G turns into F at the top. Numbering starts at the bottom. (Grade 2)
- **I**-is a short track which starts off at Me. Numbering starts at the bottom.(Grade 3)
- **Q**-Is a circular contour track accessed from track A, 50m above Mw. Please note
Qw is the portion of Q track to the western side (portside) of Kaipupu.
Qe is the portion of Q track on the eastern side (Picton side) of Kaipupu. (Grade 3)
- **R**-is a circular contour track 50m above Q. Accessed from track A. (Grade 3)
- **S**-Is a 400m long contour track, between tracks C/W and the main track. Accessed from track W at the northern outlook area.
SW is reached first when going downhill from the outlook area and is a dead-end track 200m long on the Western side.
SE entrance is 30m lower down, is also a dead-end track 200m long on the eastern side.
- **T**-Is a 200m long contour track situated between the Main track and QE. It is accessed from E track and can be exited halfway up I. E track divides T about 1/3 of the way along with traps in a north direction and south direction. (Grade 4)
- **W**-is the western coastal track, starting from the fence roughly halfway between M and the sea with W0000. It comes out past the shed at the jetty, up the jetty track and back into the vegetation a few metres above the toilet. At the start of C track, W turns right until it meets M opposite the northern outlook. Numbering starts at the fence end. (Grade 3)



KAIPUPPU
WILDLIFE SANCTUARY
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A	Red dashed line
B	Yellow dashed line
C	Orange solid line
D	Pink dashed line
E	Red solid line
F	Teal solid line
G	White dashed line
I	Orange solid line
ME	Dark blue solid line
MW	Light blue solid line
QE	Light green solid line
QW	Purple solid line
R	Red solid line
SE	Pink solid line
SW	Brown solid line
T	Blue solid line
W	Yellow solid line

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