

HERE'S CONCRETE EVIDENCE



This activity can be conducted indoors or outdoors.

WHAT YOU NEED

Advanced setup: About 30 minutes to make blood trailing mixtures.

- Arrows, one arrow per blood trail (without broadheads)
- Fluorescent flagging or stakes (surveyor tape or stake flags)
- Liquid blood trail mix (see recipe card on page two for ingredients)

OR

- Blood trail using construction paper
 - Construction paper (red, purple, pink and green)
 - Clear plastic zip-top bags (quart size or smaller)

MARK AND FOLLOW A BLOOD TRAIL USING FLAGGING

GETTING READY

Make blood-trail mixtures or cut out construction paper. Factors such as, number of participants, length of trail, terrain/space and overall activity time, will determine how much mixture you will need and how often to refresh.

Blood Trail Mixture- *not recommended for indoor use.* Mixture can be prepared the night before in a zip-top bag. (Recipes on page 2.)

Blood Trail Construction- Use the color(s) based on type of blood trail used:

- Red-** Heart
- Purple-** Liver
- Pink-** Lungs
- Green-** Gut

Cut and place each blood trail color in its own plastic bag. Cut pieces can range from from 1"x1" to 4"x4" of varying shapes.

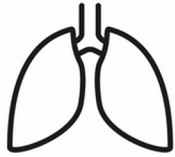
LET'S GET STARTED

- 1 Instructors can lay the trail or trails prior to the activity. Trails can double back, turn or travel in circles; trails do not need to be in a straight line. Leave the empty bag of trail mixture at the end of the trail so participants know they have found the "deer."
- 2 Participants can trail solo or within teams.
- 3 Instruct the "hunter" or "hunters" they will trail their assigned deer. Hunters will search for clues and use flagging tape or stakes for each clue found, starting where the deer was actually hit (where they found the arrow) and determine the type of shot that was taken (gut, lung, heart or liver) before following the trail. Participants can reference the recipe page to help determine the type of shot taken.
- 4 Flagging will allow participants to see the path the deer took from the point of impact to its final bedding area.
- 5 Have the participants remove all flagging as they return to the beginning.

Adapted from *Explore Bowhunting 2nd edition* pgs. 116-119

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(CONTINUED)



LUNG SHOT

Cannot travel more than 100 yards.



HEART SHOT

Cannot travel more than 50 yards, and blood trail must get heavier as the trail goes on.



LIVER SHOT

Can travel up to 200 yards. Can stop and move again when the hunter gets nearby but must keep dropping blood until the bag is empty.

(This simulates when a hunter begins tracking an animal too soon.

The animal will get up and move from one place to another.)

LIVER SHOT BLOOD RECIPE

- 1 c. water
- 2 T. cocoa powder
- 1/2 c. corn syrup
- 1 tsp. red food coloring
- 8 drops green food coloring

Mix the cocoa into the water using a whisk. Add corn syrup and food coloring, blend well. Put into quart-sized plastic zip-top bag.



GUT SHOT

Can travel 200 yards. Can stop and move again when the hunter approaches but must keep dropping stomach contents until the bag is empty.

GUT SHOT BLOOD RECIPE

- Grass and other plant material, enough to fill a large plastic zip-top bag about 1/3 of the way.
- 4 heaping T. coffee grounds
- 1 c. dry oatmeal
- 1/2 c. popcorn kernels or cracked corn
- 3 c. baby rice cereal or instant mashed potatoes
- 2 c. water (may need more - add until consistency of applesauce)

Put plant material into a gallon-size zip-top bag. Add coffee, dry oatmeal and popcorn. Mix well. Add baby rice cereal or instant mashed potatoes, mix well. Add water, mix well.

LUNG AND HEART SHOT BLOOD RECIPE

- 1/2 c. water
- 1 T. cocoa powder
- 1/4 c. corn syrup
- 1 tsp. plus 4 drops red food coloring

Mix the cocoa into the water using a whisk. Add corn syrup and food coloring. Blend well. Put into quart-sized, plastic zip-top bag.

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EDUCATORS NOTES

For longer events or a large number of participants, refresh the blood trail mixture or check the construction paper trails on a regular basis.

Distances can be adjusted for space available. If needed, work with participants to determine distance in yards. Reference Explore Bowhunting curriculum Activity 13: Ranging Your Game.

ADAPTATIONS

If time allows, give each “deer” team a bag of the trailing mixture or cards and an arrow. “Deer” will use the trailing mixture or cards to create a blood trail for the “hunters” to follow. They need to leave the arrow where a shot was taken, and the “deer” was hit. “Deer” will mark the arrow with the trailing mixture. Once the bag is empty or cards are used up, the “deer” must stay within three steps of where they ran out of the mixture.

For harder trails, have blood trails cross each other.

See how long participants can blood trail before needing to refresh the trail. This can be used as a teachable moment of careful trailing without stepping on the “evidence” or looking for other clues that could indicate where to keep searching.

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