

Joining or starting a project

In order to start adding traps and recording catches, you need to be part of a project. Projects allow people to collaborate on predator management projects in specific geographical regions. A project can range from being small (just you in your own backyard) to large (a suburb, a farm, a region etc).

You can look for an existing project in your area to join, or you can create your own.

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Joining an existing project

Hopefully, there is an existing project close to the area you are interested in trapping. In this case, we recommend that you contact the project administrator(s) to see if you can get involved.

1. Go to the "[Find projects](#)" page, accessible from the "Find projects" link on the menu bar along the top of the site.
2. If you already know the name of the project you want to join you can use the "Find project by name" text box to search specifically for it.
3. Use the map controls to zoom into your desired project area
 - The +/- icons in the top left corner of the map can be used to zoom
 - You can pan around the map by clicking and dragging anywhere on the map
 - The <-> icon in the top right of the map can be used to make the map full screen
 - You can escape fullscreen mode by pressing the X icon in the top right of the map
4. If you find a blue marker close to your project location
 1. Click on the marker and a popup with the name of the project will appear
 2. Click on the name of the project to see details about the project
5. If it looks like the project is close to the area you are interested in, you can click "Request to join the project" to contact the project administrator(s).
6. Type a few words about your interest in the project and why you would like to join, then click the "Send Request" button.
7. If a project administrator approves your request, you will receive an email welcoming you to the project, and the project will appear in your "[My projects](#)" list.

For video help, click the youtube link here <https://youtu.be/CxH3axNkr78>

Creating a new project

(See also: [Project Administration](#))

If there isn't a [nearby project for you to join](#), or you'd like to create your one, you can create a new Trap.NZ project.

1. Go to "[My Projects](#)" and click the "[Create a new project](#)" button near the bottom of the page.
2. Fill out the form with the details for your project (only fields marked with an asterisk* are required):
 - Listing your project publicly and providing as much information as possible will make it easier for others to find your project and request to join in.
 - Sharing summary data allows information from your project (eg. trap numbers, catch counts, baits used, etc.) to be used by other websites. Making summary data available contributes to the national dataset and is invaluable for research into predator control in NZ. You can see an example of how this information is used at [Predator Free Wellington](#). Personal details are not shared and individual trap locations are aggregated at a 200m (4 hectare) square grid level.

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2. Draw the area of your project on the map
 - Make sure that the area you want your project is completely visible within the map view before you begin
 - Click the polygon tool (the pentagon icon at the bottom of the map) then draw on the map to define the area you want to manage.
 - There are detailed instructions available on [how to use the map drawing tool](#).
 - If you have WKT format data from a GIS system (eg. ArcGIS or Quantum) you can cut and paste the WKT into the Data box beneath the map instead of manually drawing a map.

Note: the [CRS is ESPG:4326](#)

3. Fill out any parts of the "Contact details" section that you wish to (you can edit this later)
4. Click the "Save" button at the bottom of the page

Once you've created your project you can start [adding lines](#), [traps and bait stations](#), monitoring stations, and points of interest, and you can [invite others to join your project](#).

For video help click the you tube link here <https://www.youtube.com/watch?v=ozNCAAgJIfU>