



Distinguishing Characteristics of Lynx and Bobcat

	Lynx	Bobcat
Pelt color	more gray than red belly fur grayish-white or buff-white with mottled, indistinct black spots	light gray, yellowish brown buff, brown, or reddish brown and streaked or spotted belly fur white with distinct black spots
Tail color	generally matches body except the tip (about the last 1") has a black band all around	usually has dark bars and a black tip (about the last 1") only on upper side and is usually whitish on underside
Feet	feet large and snowshoe-like and hind legs are longer than the front, giving the lynx a "stooped" appearance	feet small and hind legs are about the same length as the front legs
Track size	in dirt: up to 4 ¹ /2" wide in snow: up to 5" wide	in dirt: up to 2 ¹ /2" wide in snow: up to 2 ³ /4" wide

Recomendations to Avoid Lynx in Trap Sets

- Do not set traps or snares for bobcats where lynx tracks are observed or lynx are known to be present.
- Use a #2 or smaller trap or padded #3 trap.
- Make marten and fisher sets on leaning poles no larger than 6 inches in diameter with trap and bait placed at least three feet above the ground or snow level.
- Do not suspend flags or sight-attractants near traps.
- Use tainted baits and avoid using parts of rabbits or hares as baits.
- Snares should be at least 5/64" in diameter with loops no smaller than 8" when measured side to side.

Preventing Injury and Releasing Lynx from Traps

- Always be prepared to handle a lynx when trapping in lynx habitat.
- Stake the trap so that a lynx cannot get entangled around a solid object (even a small sapling) after being captured.
- Check your traps frequently on a regular basis.
- Traps should have tethering chains no longer than 18 inches and chains should include at least two swivels.
- Use a catchpole to release a lynx taken incidental to harvest of other furbearers or predators. Tighten the catchpole loop only sufficiently to restrain the lynx without cutting off its air supply. Then quickly remove the trap and release the catchpole loop.