

# READY TO GO?

## WAITING IS THE FIRST THING.

That's right, sit back and let your queen wait in the dark for the next hour or 2, nice and quiet so she relaxes after her long journey. It will de-stress her and make her much less grouchy when you meet her.

## OPEN AND CHECK HER

Once calm, carefully open and check her to make sure she made the journey ok. When you see she is happy, put her back away at the right temp then check her weekly for workers. (some queens need feeding while founding, you can see if your species does on the next page).

If she has workers now, feed her and resume weekly checks until 50+ workers where she will be ready for her first nest (ideally an acorn in an outworld is fine).

Try and keep checks to a minimum (we know it is hard, we just want to watch ours all day too!) but she will thank you for it with extra brood and a lower chance of eating her eggs.



## FIRST BITE

Once you have workers add a tiny drop of our very own sugar snap (even species not crazy for sugar could use the extra energy when they first found). Remove uneaten snap the following week and replace with protein, visa versa.

## **SNUGLY**

The temperature of the nest should sit between **The temperatures given on the fact sheet overleaf** - ideally with a gradient. Try to monitor it though as exceeding 30 degrees could make your queen become infertile and should be avoided if at all possible.

### **HUMIDITY IS KEY**

Temperature and humidity, when perfect can increase brood growth and help your queen produce bigger, faster growing colonies. Keep your nest humidity within the target range and remember to water the nest weekly.

## **OUTWORLD SETUP**

Tubs and tubes is the most efficient way with this species. She is semi claustral and needs to gather food for her growing brood. You can either purchase a mini outworld to attach to her tube or you can place the tube inside a tub covered.

You will be provided with some substrate too, this is vital to ensuring her brood can spin cocoons.



## **ODONTOMACHUS SIMILLIMUS**

TRAPJAW ANTS

## The checklist species- Intermediate

When creating our checklists for dream species, trapjaws are typically high up on that list. Lousy at climbing but fantastic at flying they are one of the most intriguing and fascinating species we could keep.

Trapjaw ants are calculated solo hunters, they are precise and aware of their surroundings. You will notice this with how they walk with purpose, jaws open 180 degrees and the "trap" set.

Their jaws are locked in place ready while on patrol and with a single brush of their sensory hairs they snap shut at incredible speeds. So incredible in fact that some species jaws close at around 140mph. With this power however comes both a blessing and a curse, when angled correctly a trapjaw worker can snap their jaws shut with so much force they can propel their entire body up to 6 inches. The blessing is that it can get them out of danger quickly, the curse is for us keepers... a high rock in your outworld and an open top could see Odontomachus in your socks.

Despite being solo hunters they can rally quickly at a sign of trouble to fefent their nest and once latched on to their target they can inject a powerful sting to incapacitate their attackers. This sting comes in handy while hunting too as Simillimus will quite happily fight and win anything that can lock in their jaws.

It is worth noting that these colonies require large amounts of proteins.

Simillimus are ground dwellers and prefer to nest under wood or stone within forests. They use the natural gradient of the soil and can have deep thin nests with the queens chamber at the lowest point.

This species will need feeding while founding and delivers a sting. They can also propel themselves suprising distances and this should be considered when making their home.

## **KEY STATS**

#### Queen

Age -Unknown

Monogyne - Once workers arrive they will kill all but 1 queen

Semi Claustral - Needs food while founding

#### **Temperature & Humidity**

Nest - 24 to 28 degrees | Outworld 22 to 30 degrees

Nest 50%-60% | Outworld 30% to 60%

Winter Rest

No

Polymorphic (Different size casts)

No

Sting | Bite | Spray

Can clamp skin if caught in the right place

This species does sting

Diet

Insects, Sugars, Carbs

**Nest Type** 

Acrylic, Sand, Earth, Ytong, Plaster, Glass













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