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Maryland Wildlife Advisory Commission
Wildlife & Heritage Service
Tawes State Office Building, E-1
Annapolis, MD 21401
or email wac.dnr@maryland.gov

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Maryland Wildlife & Heritage Service
Tawes State Office Building E-1
580 Taylor Avenue
Annapolis, MD 21401
410-260-8540, FAX 410-260-8596
dnr.maryland.gov/wildlife

This publication is intended as a guide only. For state laws and regulations, see the Natural Resources Article of the Annotated Code of Maryland and the Code of Maryland Regulations, Title 08 at the following web sites:
• Laws: lawlib.state.md.us
• Regulations: dsd.state.md.us/comar

The facilities of the Department of Natural Resources are available to all without regard to race, color, religion, sex, sexual orientation, age, national origin, or physical or mental disability. Accommodations for individuals with disabilities will be provided upon request. Seven days advance notice is requested. This document is available in alternative format upon request from a qualified individual with a disability.

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Greetings Hunters and Trappers:

Welcome to another season of opportunity for all of you who enjoy time afield with friends, family or four-legged hunting partners.

Maryland offers some of the most remarkable hunting in the mid-Atlantic region, including large white-tailed deer, free-ranging sika deer, waterfowl in the Chesapeake Bay and its tributaries, and wild turkey in the spring, fall and winter. Our state has close to a half-million acres of public hunting land across our diverse landscape.

The ways in which one can enjoy time outdoors has been expanding with each and every legislative session. Together with supportive lawmakers, we have been authorizing extra Sunday hunting days, adding junior hunting and women-in-the-outdoors programs, and signing Maryland’s first-ever apprentice hunting license into law this year.

The apprentice program will kick-off this fall and allow newcomers the chance to take part in hunting in our state with an experienced mentor – at a cost less than half of the regular license fee. Our hope is that these first-timers will enjoy the unique opportunity, embrace the adventure of hunting, and become life-long conservation and wildlife stewards. We urge you to take advantage of this wonderful new program – either as a mentor or new hunter – and we look forward to hearing your stories of success in the field.

Finally, outdoors enthusiasts know that some of the best memories are made outside in wide-open spaces. Please enjoy your outing, but also please remember to follow the principles of safe hunting and ensure your chance to return again in the future.

Hunt safe and have a great year afield!

Larry Hogan, Governor of Maryland
Mark Belton, Secretary of the Maryland Department of Natural Resources
NEW LAWS & REGULATIONS FOR 2017–2018

• Air guns that shoot bullets, arrows or bolts are legal for most game species, see each game section for regulations.

• Certain air guns are legal for hunting white-tailed and sika deer during the firearms season ONLY, and black bears during the bear season. To be legal for deer and bear hunting an air gun must have a working safety and:

  » Shoot one .40 caliber or greater bullet or ball at a single discharge which generates at least 400 foot-pounds of muzzle energy; or

  » Shoot an arrow or bolt at least 18” in length with a minimum speed of 300 feet per second at release with a sharpened broadhead with metal points and a minimum width of 7/8 inch.

• Legislation passed during the 2017 General Assembly created several changes for hunters in Maryland:

  » Sunday hunting has been added for deer hunting in Kent County on private land only, some new shooting hours restrictions apply, see page 19.

  » Sunday hunting has been added for deer hunting in Montgomery County on private land only, some new shooting hours restrictions apply, see page 19.

  » Sunday hunting has been added for turkey hunting during the Junior Hunt and spring season in Kent County on private land only.

  » Non-residents are no longer prohibited from trapping beavers or river otters in Maryland.

  » In Montgomery County, the safety zone for archers is now 50 yards, however, archers must use a tree stand when hunting within 50 to 100 yards of an occupied dwelling or other building.

  » A hunting license is no longer required to hunt groundhogs in Frederick County.

• A new Apprentice Hunting License is now available for first time hunters. The Apprentice Hunting License is available to both residents and nonresidents who have never hunted before, see page 54. Satisfactory completion of a short, online hunter safety course is required prior to purchasing the license and the apprentice hunter is required to hunt with a resident at least 18 years old who possesses a valid Maryland hunting license.

Myrtle Point Park Cooperative Wildlife Management Area is a new, 192 acre public hunting area located in St Mary’s County. Hunting is limited to archery deer hunting and waterfowl hunting. Access requires possession of a free Southern Region Public Hunting Permit and daily reservation. See page 62.

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410-228-2475 (Cambridge)

DNR Wildlife & Heritage Service Offices
Please contact local offices listed below for more information on any of the following issues: hunting seasons, trapping seasons, bag limits, wildlife regulations, hunting licenses, stamps, permits, public hunting areas, managed hunts, hunting permit requirements, and Junior Hunter Days. For information on specific public lands use the phone numbers listed in the Public Hunting Lands section of this guide (see pg. 60).

Headquarters
Tawes State Office Building, E-1
580 Taylor Ave.
Annapolis, MD 21401
410-260-8888 (toll free in MD), 410-535-0282, FAX 410-535-4737

Myrtle Grove WMA
5625 Myrtle Grove Rd.
LaPlata, MD 20646
Reservations and Permits are available through 301-743-5161, Hours: 8a.m.-12a.m., Aug. 14, 2017-Feb. 28, 2018, FAX 301-743-7317

Allegany and Garrett Counties
Town Hill Office
11701 Mountain Rd. N.E.
Flintstone, MD 21530
Emergency on Boats
VHF Marine Channel 16 (156.800 MHz). The nearest NRP or Coast Guard will assist you or dial 911 on your cellular telephone.

Mt. Nebo WMA
1728 Kings Run Rd., Oakland, MD 21550
301-334-4255; FAX 301-334-6541

Billmeyer WMA
11703 Mountain Rd., NE
Flintstone, MD 21530
301-478-2525; FAX 301-777-9723

Indian Springs WMA
14038 Blair’s Valley Rd.
Clear Spring, MD 21722
301-842-2702; FAX 301-842-1026

Baltimore, Carroll, Cecil, Harford, Howard, Montgomery Counties and Baltimore City
Central Region Main Office
3740 Gwynnbrook Ave.
Owings Mills, MD 21117
410-356-0941

Gwynnbrook WMA
3740 Gwynnbrook Ave.
Owings Mills, MD 21117
Reservations and Permits are available through 410-356-9272, Hours: 7:30a.m.-11:30a.m., Aug. 14, 2017-Feb. 28, 2018

Bel Air Wildlife Office
2 S. Bond St., Suite 101
Bel Air, MD 21014
410-836-4559; FAX 410-836-4552

Seneca Wildlife Office
11960 Clopper Rd., Gaithersburg, MD 20878
301-258-7308; FAX 301-258-9607

Caroline, Dorchester, Kent, Queen Anne’s, Somerset, Talbot, Wicomico and Worcester Counties
Eastern Region Main Office
P.O. Box 68
Wye Mills, MD 21679
410-827-8612, ext.105, FAX 410-827-5186

Millington WMA
P.O. Box 52
33626 Maryland Line Rd.
Massey, MD 21650
410-928-3650; FAX 410-928-5482

LeCompte WMA
4220 Steele Neck Rd.
Vienna, MD 21869
410-376-3236, FAX 410-376-3916

Wellington WMA
32733 Dublin Rd.
Princess Anne, MD 21853
410-651-2320 (local), 410-543-8223 (Salisbury), FAX 410-219-8260

Licensing & Registration Service Centers
DNR Licensing & Registration Service Centers offer the following: hunting licenses, recreational fishing licenses, commercial fishing licenses, off-road vehicle permits, vessel registration, vessel titles, and boat dealer licenses. Information about State Parks and Forests, other DNR locations and activities, and safety classes for hunters and boaters is also available. Public hours are 8:30a.m.-4:30p.m., Monday through Friday, except state holidays. Visit Licenses at: dnr.maryland.gov/Pages/licensing.aspx.

Annapolis Regional Service Center
1804 West Street, Suite 300
Annapolis, MD 21401
1-866-344-8889 (toll free in MD), 410-260-3220

Bel Air Regional Service Center
501 West MacPhail Road #2
Bel Air, MD 21014
1-866-623-3187 (toll free in MD), 410-836-4550

Centreville Regional Service Center
120 Broadway Ave., Suite 5/6
Centreville, MD 21617
1-866-439-1708 (toll free in MD), 410-819-4100

Rocky Gap Regional Service Center
12500 Pleasant Valley Road N.E.
Flintstone, MD 21530
1-866-679-0906 (toll free in MD), 301-777-2134

Essex-Central Region Service Center
1338 Eastern Blvd. A
Essex, MD 21221
1-866-535-8319 (toll free in MD), 667-401-0760; (Mon., Wed., & Fri.; walk-in only, no mail-in applications)

Prince Frederick Regional Service Center
6904 Hallowing Lane
Prince Frederick, MD 20678
1-866-688-3823 (toll free in MD), 410-535-3382

Salisbury Regional Service Center
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Salisbury, MD 21801
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Maryland deer hunting regulations are divided by regions. There are two Deer Management Regions whose dividing line is in Washington County (see map pg. 10). There are also rules and seasons for archery, muzzleloader, firearms, and air gun deer hunting.

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Antlered White-tailed Deer, Statewide Seasons ..................................... pg. 12
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**General Deer Hunting Rules**

- A hunter must carry personal photo identification (such as a driver’s license) or a secondary form of positive identification while hunting.
- Written permission is required to hunt on private land.
- A hunting license is required to hunt deer in Maryland (with exceptions). See Maryland Hunting Licenses (pgs. 54-57) for requirements, types, costs, exceptions, purchasing, and Armed Forces information.
- An Archery Stamp is required for Archery Deer Season (pg. 20) and a Muzzleloader Stamp is required for Muzzleloader Season (pg. 21).
- The use of a Maryland Big Game Harvest Record is required of all Maryland deer and turkey hunters. It is issued with the hunting license and is used to record the species, date, county, sex, hunting device, and Confirmation Number of every deer and turkey taken during a hunting license year. Those who may hunt deer without a license must obtain a free Big Game Harvest Record through the COMPASS portal at compass.dnr.maryland.gov/ OR any DNR Licensing and Registration Service Center (pg. 6) OR a DNR Sport License agent.
- Deer and turkeys taken in Maryland must be field tagged immediately and checked in within 24 hours with the Maryland Department of Natural Resources. See Deer and Turkey Tagging and Checking (pgs. 32-33).
- There are fluorescent orange clothing requirements to hunt deer in Maryland. See Fluorescent Orange Clothing Requirements and Exceptions (pg. 53).
- Archery equipment may be used to hunt deer during all of the deer hunting seasons. This includes the Junior Deer Hunting Days.
- Muzzleloading firearms may only be used to hunt deer during the Muzzleloader Season, Firearms Season, and Junior Deer Hunting Days.
- Shotguns may be used to hunt deer in all counties during the Firearms Season and Junior Deer Hunting Days.
- Breach-loading rifles and modern handguns may only be used to hunt deer during the Firearms Season and Junior Hunt Days in certain counties. (See map, pg. 11)
- Air guns that shoot bullets, arrows or bolts may be used to hunt deer in all counties during the Firearms Season and Junior Deer Hunting Days.
- Deer harvested must count towards the bag limit of the season in which they are taken, please note:
  - Deer harvested with archery equipment during the antlerless-only second split of the early Muzzleloader Season in Region B must count towards the Archery Season bag limit.
  - Telescopic and laser sights may be used on all devices legal for hunting deer.
  - The antlered white-tailed deer bag limit is statewide. It applies to both Region A and Region B together.
  - Antlerless white-tailed deer bag limits are separate and independent for Region A and Region B.
  - Sika deer bag limits are independent of the white-tailed deer bag limits.
  - There is no restriction on the number of deer that may be taken per day within the season bag limits.
  - Recorded or electrically amplified calls or sounds are prohibited for the purpose of deer hunting.
  - Non-electronic deer calls are permitted for deer hunting.
  - Dogs cannot be used to hunt deer except trained tracking dogs may be used to find dead, wounded, or injured deer. The dog handler must maintain physical control of the tracking dog at all times and only the hunter and dog handler may carry a hunting device while tracking the deer. Prior to tracking the deer, the hunter must notify the Natural Resources Police by telephone at 1-800-628-9944. The hunter may dispatch the deer only during legal shooting hours and by means legal for the current hunting season.
  - Deer may not be hunted while they are swimming or taking refuge in water.
  - Fallow deer (where they are found) may be taken in place of white-tailed deer during each of the Seasons. Fallow deer have escaped from captivity and are found in a few isolated areas in Maryland.
  - It is legal to bait deer except on state-owned or state-controlled properties.
  - A person that intentionally wounds or kills any white-tailed or sika deer must make a reasonable attempt to retrieve and make use of the deer. This includes hunters and persons shooting under the authority of a Deer Management Permit (crop damage permit).
  - A person must have written permission when entering on to lands owned by another person or organization for the purpose of retrieving a deer. Some publicly owned properties also require permission before a person may access them.
  - It is unlawful to cast the rays of an artificial light from a vehicle on woods, fields, orchards, livestock, wild mammals or birds, dwellings or buildings. See General Hunting Regulations (pg. 53) for exceptions.
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REGION A: Allegany County, Garrett County, and the western portion of Washington County (Zone 2, Private Land Code Areas 250 & 251) that lies west of a line beginning at the intersection of Rt. 494 and the Pennsylvania line, south on Rt. 494 to Rt. 57, south on Rt. 57 to Rt. 40 at St. Paul’s Church, west on Rt. 40 to the junction of Big Spring Rd. and Rt. 40 in Clear Spring, south on Big Spring Rd. to the junction of Rt. 56 at Big Spring, following Rt. 56 west to the junction of Charles Mill Rd., then south on Charles Mill Rd. to the Potomac River.

REGION B: Anne Arundel, Baltimore, Calvert, Caroline, Carroll, Cecil, Charles, Dorchester, Frederick, Harford, Howard, Kent, Montgomery, Prince George’s, Queen Anne’s, St. Mary’s, Somerset, Talbot, Washington (Zone 1, Private Land Code Area 252: the eastern portion of Washington County that lies east of a line beginning at the intersection of Rt. 494 and the Pennsylvania line, south on Rt. 494 to Rt. 57, south on Rt. 57 to Rt. 40 at St. Paul’s Church, west on Rt. 40 to the junction of Big Spring Rd. and Rt. 40 in Clear Spring, south on Big Spring Rd. to the junction of Rt. 56 at Big Spring, following Rt. 56 west to the junction of Charles Mill Rd., then south on Charles Mill Rd. to the Potomac River), Wicomico and Worcester counties.
Breech-loading rifles may not be used to hunt deer in:

- Anne Arundel, Baltimore, Calvert, Charles, Harford, Howard, Kent, Montgomery, Prince George's, Queen Anne's, St. Mary's, and Talbot counties.
- A section of Frederick County and sections of Worcester County. (See pg. 36 for descriptions of those sections.)
Junior Deer Hunting Days & Bag Limits

Junior Deer Hunting Days are for hunters age 16 or younger only.

To hunt during these days:
- They must have a Hunting License or be exempt from the license requirement. (See Who May Hunt Without a License on pg. 56).
- Junior hunters must be accompanied in the field by an individual who:
  - is 21 years old or older.
  - possesses a valid Maryland hunting license, (an Apprentice Hunting License does not meet this requirement), or is exempt from hunting license requirements.
  - is unaccompanied.

Daily deer shooting hours are one half hour before sunrise to one half hour after sunset with the exception of certain Sundays in certain counties. (See Sunday Hunting, pg. 19)

JUNIOR DEER HUNT DAYS 2017

- Nov. 11, statewide
- Sunday, Nov. 12 in certain counties. (See chart, pg. 18.)

Junior Deer Hunt Days Bag Limits:
- Junior Deer Hunting Days have a separate bag limit. Deer taken by junior hunters during these days do not count towards the regular Archery, Muzzleloader, or Firearms Seasons bag limits.
- Junior hunters are NOT required to comply with the antler point restriction during any of the deer seasons. (See White-tailed Antler Point Restrictions.)
- The Region A total bag limit is one (1) antlered or antlerless white-tailed deer for Junior Deer Hunting Days.
- The Region B total bag limit is three (3) white-tailed deer, no more than one (1) may be antlered for Junior Deer Hunting Days.
- The Sika Deer total bag limit is one (1) antlered or antlerless sika deer for Junior Deer Hunting Days.

Antlered White-tailed Deer Statewide Seasons & Bag Limits

The antlered white-tailed deer bag limit is statewide and applies to both Region A and Region B together.
- Daily deer shooting hours are one half hour before sunrise to one half hour after sunset with the exception of certain Sundays in certain counties. (See Sunday Hunting, pg. 19)
- An antlered white-tailed deer is defined as a deer with two or more points to one antler, or a deer with one antler three or more inches long, measuring from the top of the skull as the deer is in life.
- An antler point is defined as any antler projection one inch or more in length and includes the brow tine. The tip of the main beam is also considered a point.

White-tailed Antler Point Restrictions
- A statewide Antler Point Restriction is in effect on some, but not all, of the antlered white-tailed deer a hunter may harvest during the license year. The Antler Point Restriction includes these regulations:
  » Hunters may harvest two antlered white-tailed deer within the yearly bag limit that do not meet the requirement of having at least three points on one antler. Any additional antlered white-tailed deer taken within the yearly bag limit must meet the minimum point restriction.
  » These deer may be taken in any order within the existing bag limit.
  » Junior hunters that possess a valid Junior Hunting License (or junior hunters that are exempt from the licensing requirement) or are 16 years of age or younger and possess an Apprentice Hunting License are NOT required to comply with the antler point restriction during any of the deer seasons.

Bonus Antlered Deer Stamp
- Deer hunters must purchase a Bonus Antlered Deer Stamp to take a bonus antlered white-tailed deer except those who possess an Apprentice Hunting License or those who may hunt without a license (see pg. 56) do not need to purchase the stamp to take a bonus antlered white-tailed deer.
- Hunting license holders may purchase a Bonus Antlered Deer Stamp to take one additional antlered white-tailed deer in Region B only, during one season of their choice (Archery, Muzzleloader, or Firearms).
- Hunters must take two antlerless white-tailed deer in any combination of seasons in Region B before a bonus antlered white-tailed deer can be taken with a Bonus Stamp.
- A Bonus Antlered Deer Stamp must be purchased prior to pursuing a bonus antlered deer.
- Only one bonus antlered white-tailed deer may be taken for each hunting license year.
- A Bonus Antlered Deer Stamp that is not used during one season may be used in a subsequent season (Archery, Muzzleloader, or Firearms) during that license year.
- Persons that possess an Apprentice Hunting License or are exempt from needing a hunting license do not need to purchase a Bonus Antlered Deer Stamp but must take two antlerless white-tailed deer in any combination of seasons in Region B before a bonus antlered white-tailed deer can be taken with a Bonus Stamp.

ANTLER POINT RESTRICTION

Doesn’t meet point restriction.  
Meets point restriction.

Hunters may harvest two antlered white-tailed deer within the yearly bag limit that do not meet the requirement of having at least three points on one antler. Any additional antlered white-tailed deer taken within the yearly bag limit must meet the minimum point restriction.
- The Bonus Antlered Deer Stamp may not be used during the Oct. 19-Oct. 21, 2017 portion of the Muzzleloader Season.
- Bonus Antlered Deer Stamps may not be used to take Sika Deer.

**Resident Bonus Antlered Deer Stamp**
- $10.00

**Nonresident Bonus Antlered Deer Stamp**
- $25.00

(See Purchasing Your Maryland Hunting Licenses, Stamps and Permits, pg 57.)

**ANTLERED WHITE-TAILED ARCHERY SEASON 2017-2018**

- **Statewide Season Dates:** Sept. 8 - Oct. 18, Oct. 22 - Nov. 24, Dec. 11 - Dec. 15, Jan. 1 - Jan. 4, Jan. 8 - Jan. 31
- **Archery Season is also open Jan. 5 - Jan. 6 in Region A.**
  (Dates include Sundays in certain counties, see pg. 18.)
- The total bag limit for antlered white-tailed deer during Archery Season is one (1).

**ANTLERED WHITE-TAILED MUZZLELOADER SEASON 2017**

  (Dates include Sundays in certain counties, see pg. 18.)
- The total bag limit for antlered white-tailed deer during the Muzzleloader Season is one (1).
- Only one (1) deer total (antlered or antlerless) may be taken in Region A during the October 19–21, 2017 Muzzleloader Season. This deer must be antlered if it is taken on DNR public land.
- The Bonus Antlered Deer Stamp may not be used during the Oct. 19–21, 2017 Muzzleloader Season.

**ANTLERED WHITE-TAILED FIREARMS SEASON 2017-2018**

- **Nov. 25-Dec. 9**
- Firearm Season is also open Jan. 5 - Jan. 7 in Region B.
  (Dates include Sundays in certain counties, see pg. 18.)
- The total bag limit for antlered white-tailed deer during the Firearms Season is one (1).

**Antlerless White-tailed Deer Seasons & Bag Limits, Region A**

- No more than two (2) antlerless deer total can be taken in Region A per license year.
- Daily deer shooting hours are one half hour before sunrise to one half hour after sunset.
- An antlerless white-tailed deer is a female deer or a male deer with no antlers or spike antlers less than three inches in length, measuring from the top of the skull as the deer is in life.
- Region A DNR Public Lands open to antlerless white-tailed deer hunting are: Billmeyer-Belle Grove WMA, Cunningham Swamp WMA, Dan’s Mountain WMA, Deep Creek Lake State Park (Designated Areas Only), Garrett State Forest, Green Ridge State Forest, Indian Springs WMA, Mount Nebo WMA, Potomac State Forest, Prather’s Neck WMA, Rocky Gap State Park, and others.

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- 16409 Fairview Road, Hagerstown, MD
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- PROFESSIONAL QUALITY EURO MOUNTS
- Cleaned, whitened, deodorized
- Only $150!
Park (Designated Areas Only), Savage River State Forest, Sideling Hill WMA, Warrior Mountain WMA, Woodmont, Youghiogheny Reservoir CWMA, and Youghiogheny Scenic Wild River.

DEER HUNTING

ANTLERLESS WHITE-TAILED
ARCHERY SEASON 2017-2018, REGION A

- Sept. 8 - Oct. 18, Oct. 22 - Nov. 24, Dec. 11 - Dec. 15, Jan. 1 - Jan. 31 (Dates include Sundays in certain counties, see pg. 18.)

- The total bag limit for Region A antlerless white-tailed Archery Season is one (1).

ANTLERLESS WHITE-TAILED MUZZLELOADER SEASON 2017, REGION A

- DNR Public Lands: Dec. 30

- The total bag limit for Region A antlerless white-tailed Muzzleloader Season is one (1).

ANTLERLESS WHITE-TAILED FIREARMS SEASON 2017, REGION A

- DNR Public Lands: Dec. 9
- All Other Lands: Dec. 8–Dec. 9

- The total bag limit for Region A antlerless white-tailed Firearms Season is one (1).

- In Region A, only one (1) deer total (antlered or antlerless) may be taken on either public or private lands during the October 19-21, 2017 Muzzleloader season. This deer must be antlered if it is taken on DNR public land.

Antlerless White-tailed Deer Seasons & Bag Limits, Region B

See map (pg. 10) for Regions.

- Daily deer shooting hours are one half hour before sunrise to one half hour after sunset with the exception of certain Sundays in certain counties. (See Sunday Hunting, pg.19)

- An antlerless white-tailed deer is a female deer or a male deer with no antlers or spike antlers less than three inches in length, measuring from the top of the skull as the deer is in life.

ANTLERLESS WHITE-TAILED ARCHERY SEASON 2017-2018, REGION B

- Sept. 8 - Oct. 18, Oct. 22 - Nov. 24, Dec. 11 - Dec. 15, Jan. 1 - Jan. 4, Jan. 8 - Jan. 31 (Dates include Sundays in certain counties, see pg. 18.)

- The total bag limit for Region B antlerless white-tailed deer Archery Season is unlimited.

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Deer Processing

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repair and customize all firearms!

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& Training

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240-347-4906 | www.hafersguns.com
**DEER HUNTING**

**ANTLERLESS WHITE-TAILED MUZZLELOADER SEASON 2017, REGION B**
  (Dates include Sundays in certain counties, see pg. 18.)
- The **total bag limit** for Region B antlerless white-tailed deer Muzzleloader Season is **ten (10)**.

**ANTLERLESS WHITE-TAILED FIREARMS SEASON 2017-2018, REGION B**
- Nov. 25 - Dec. 9, Jan. 5 - Jan. 7  
  (Dates include Sundays in certain counties, see pg. 18.)
- The **total bag limit** for Region B antlerless white-tailed deer Firearms Season is **ten (10)**.

**SIKA DEER SEASONS & BAG LIMITS**

**SIKA MUZZLELOADER SEASON 2017**
  **Antlerless Only**: Oct. 23–Oct. 28  
  (Dates include Sundays in certain counties, see pg. 18.)
- The **total bag limit** for sika deer Muzzleloader Season is **three (3) deer, no more than one (1) antlered.**

**SIKA FIREARMS SEASON 2017-2018**
- Nov. 25 - Dec. 9, Jan. 5 - Jan. 7  
  (Dates include Sundays in certain counties, see pg. 18.)
- The **total bag limit** for sika deer Firearms Season is **three (3) deer, no more than one (1) antlered.**

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- Flat Jerky
- Deer Bacon
- Slim Jim Jerky
- Fresh Light Sausage
- Fresh Sage Sausage
- Polish Smoked Tubes
- Summer Smoked Tubes
- Bologna Smoked Tubes
- Bologna with Pepper Jack Cheese
- Pepper Stick with Cheddar Cheese
- Salami with Cheddar Cheese
- Smoked Hind Quarters
- Smoked Tenderloins
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### SUNDAY DEER HUNTING 2017-2018 (FOR WHITE-TAILED AND SIKA DEER)

Sunday hunting is allowed only on these dates during these seasons.

<table>
<thead>
<tr>
<th>Archery Season</th>
<th>Firearms Season</th>
<th>Muzzleloader Season</th>
</tr>
</thead>
<tbody>
<tr>
<td>OCT 1</td>
<td>OCT 8</td>
<td>OCT 15</td>
</tr>
</tbody>
</table>

**Open Dates Apply to These Lands.**

- **Private Lands & Designated Public Lands***
- **Private Lands Only**
- **No Lands**
- **Private Lands Only**

* Designated Public Lands open to Sunday hunting are Billmeyer-Belle Grove WMA, Cunningham Swamp WMA, Dan’s Mountain WMA, Garrett SF, Green Ridge SF, Indian Springs WMA, Mount Nebo WMA, Potomac SF, Prather’s Neck WMA, Savage River SF, Sideling Hill WMA, Warrior Mountain WMA.

** Deer shooting hours are open from one half hour before sunrise to 10:30am on these Sundays in these counties.

---

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SUNDAY DEER HUNTING 2017-2018 (FOR WHITE-TAILED AND SIKA DEER) CONTINUED

Sunday hunting is allowed only on these dates during these seasons.

<table>
<thead>
<tr>
<th>landed Area</th>
<th>October 1st</th>
<th>October 8th</th>
<th>October 15th</th>
<th>October 22nd</th>
<th>October 29th</th>
<th>November 5th</th>
<th>November 12th</th>
<th>December 17th</th>
<th>December 24th</th>
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<tr>
<td>Howard Co.</td>
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<td>Kent Co.</td>
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<td>Montgomery Co.</td>
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<td>Prince George’s Co.</td>
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<td>Queen Anne’s Co.</td>
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* Designated Public Lands open to Sunday hunting are Billmeyer-Belle Grove WMA, Cunningham Swamp WMA, Dan’s Mountain WMA, Garrett SF, Green Ridge SF, Indian Springs WMA, Mount Nebo WMA, Potomac SF, Prather’s Neck WMA, Savage River SF, Sideling Hill WMA, Warrior Mountain WMA.

** Deer shooting hours are open from one half hour before sunrise to 10:30am on these Sundays in these counties.

---

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Archery Deer Hunting Regulations

- A hunting license is required to hunt deer during the Archery Season unless you are exempt from the license requirement. See Maryland Hunting Licenses (pgs. 54-57) for requirements, types, costs, exceptions, purchasing, and Armed Forces information.

- An Archery Stamp is required to hunt deer during the Archery Season except:
  - hunters entitled to hunt without a license or that possess an Apprentice hunting license do not need to purchase an Archery Stamp; and
  - hunters with a Senior Lifetime Consolidated License do not need to purchase a Muzzleloader Stamp.

- To take a bonus antlered white-tailed deer, all deer hunters except those who may hunt without a license, or possess an Apprentice Hunting License, must purchase a Bonus Antlered Deer Stamp (see Antlered White-tailed Deer, pg. 12).

- All archery deer hunters must have and use a Maryland Big Game Harvest Record (see General Deer Hunting Rules, pg. 8).

- Archery equipment may be used to hunt deer during all of the deer hunting seasons. This includes the Archery Season, Muzzleloader Season, Firearms Season, and Junior Deer Hunting Days.

- Deer taken with archery equipment must count towards the bag limit of the season in which they are taken, please note:
  - Deer harvested with archery equipment during the antlerless-only second split of the early Muzzleloader Season in Region B count towards the Archery Season bag limit.

- It is illegal to shoot on, from or across any public road.

- It is illegal to hunt or shoot at wildlife within 150 yards of an occupied building or camp without permission of the owner or occupant. For archery hunters this distance is 100 yards in Anne Arundel County and 50 yards in Calvert, Carroll, Frederick, and St. Mary’s counties. In Harford and Montgomery counties, the distance for archery hunters is now 50 yards, however, archers must use a tree stand when hunting between 50 and 100 yards of an occupied dwelling or other building.

- Archery hunters are not required to wear fluorescent orange (see pg. 53) within the regular Archery Season dates. Archery
Muzzleloader Deer Hunting Regulations

- A hunting license is required to hunt deer during the Muzzleloader Season except those exempt from the license requirement. See Maryland Hunting Licenses (pgs. 54-57) for requirements, types, costs, exceptions, purchasing, and Armed Forces information.
- A Muzzleloader Stamp is required to hunt deer during the Muzzleloader Season except:
  » hunters entitled to hunt without a license or that possess an apprentice hunting license do not need to purchase a Muzzleloader Stamp; and
  » hunters with a Senior Lifetime Consolidated License do not need to purchase a Muzzleloader Stamp.

Resident Muzzleloader Stamp ............$6.00
Nonresident Muzzleloader Stamp .......$25.00
(See Purchasing Your Maryland Hunting Licenses, Stamps and Permits, pg. 57.)

Vertical Bow Regulations
- The vertical bow shall have a full draw and pull of 30 pounds or more for deer hunting.
- Draw locking devices are legal on all vertical bows for deer hunting.
- Vertical bow release aids are permitted.

Crossbow Regulations
- A crossbow used for deer hunting shall have a draw of 75 pounds or more.
- All crossbows should have a working safety.
- It is unlawful to have a loaded crossbow in, on or leaning against any vehicle.
- A cocked crossbow without a bolt or arrow in the firing position is considered to be unloaded.

Regulations for Both Vertical Bows and Crossbows
- Arrows or bolts used for deer hunting must have a sharpened broadhead with metal points and a minimum width of 7/8 of an inch.
- The use of poisoned or explosive tipped arrows or bolts is not permitted.
To take a bonus antlered white-tailed deer, all deer hunters except those who may hunt without a license, or possess an Apprentice Hunting License, must purchase a Bonus Antlered Deer Stamp. (See Antlered White-tailed Deer, pg. 12.)

All muzzleloader deer hunters must have and use a Maryland Big Game Harvest Record. (See General Deer Hunting Rules, pg. 8.)

All deer and turkeys taken by muzzleloader hunters in Maryland must be field tagged immediately and checked in within 24 hours with the Maryland Department of Natural Resources. (See Deer and Turkey Tagging and Checking, pg. 32.)

Muzzleloading firearms may only be used to hunt deer during the Muzzleloader Season, Firearms Season, and Junior Deer Hunting Days.

Deer taken with a muzzleloader must count towards the bag limit of the season in which they are taken. Deer taken with a muzzleloader during the Firearms Season must count towards the Firearms Season bag limit.

All deer hunters are required to wear fluorescent orange during all Muzzleloader Season and Firearms Season dates. (See Fluorescent Orange Clothing Requirements and Exceptions, pg. 53.)

It is illegal to shoot on, from or across any public road.

It is illegal to hunt or shoot at wildlife within 150 yards of an occupied building or camp without permission of the owner or occupant. For archery hunters this distance is 100 yards in Anne Arundel County and 50 yards in Calvert, Carroll, Frederick, and St. Mary’s counties. In Harford and Montgomery counties, the distance for archery hunters is now 50 yards, however, archers must use a tree stand when hunting between 50 and 100 yards of an occupied dwelling or other building.

It is unlawful to discharge a firearm within 300 yards of a public or nonpublic school while hunting. This prohibition only applies during school hours or when the building is occupied. This safety zone does not apply to colleges, universities, or home schools.

Muzzleloader Regulations

Deer may be hunted with a muzzleloading rifle, muzzleloading shotgun, or muzzleloading handgun (both single shot and revolvers) in all Maryland counties.

To be considered a muzzleloader, a rifle, shotgun or handgun must be loaded from the muzzle, and a revolver must be loaded from the front of the cylinder.

Flintlock, percussion cap, and inline ignition muzzleloaders are legal hunting devices for deer.

Muzzleloading rifles or shotguns used for deer hunting must be at least .40 caliber in size and must use 60 grains of black powder or more (a black powder equivalent is acceptable) and propel one all-lead, lead alloy or copper soft-nosed or expanding bullet or ball at a single discharge.

Muzzleloading handguns used for deer hunting must be at least .40 caliber with a barrel length of at least 6 inches and must use 40 grains of black powder or more (a black powder equivalent is acceptable) and propel one all-lead, lead alloy or copper soft-nosed or expanding bullet or ball at a single discharge.

Sabot loads are legal for use in muzzleloaders used for deer hunting.

Muzzleloaders are considered unloaded if the ignition system is disabled by removal of the cap, primer, battery, or primer powder.

It is unlawful to have a loaded firearm in, on, or leaning against any vehicle. This includes a muzzleloader ready to fire.

Firearms & Air Guns Deer Hunting Regulations

A hunting license is required to hunt deer during the Firearms Season except those exempt from the license requirement. See Maryland Hunting Licenses (pgs. 54-57) for requirements, types, costs, exceptions, purchasing, and Armed Forces information.

To take a bonus antlered white-tailed deer, all deer hunters except those who may hunt without a license, or possess an Apprentice Hunting License, must purchase a Bonus Antlered Deer Stamp. (See Deer and Turkey Tagging and Checking Requirements, pg. 32.)

All firearm and airgun deer and turkey hunters must have and use a Maryland Big Game Harvest Record. (See General Deer Hunting Rules, pg. 8.)

All deer and turkeys taken with firearms and airguns in Maryland must be field tagged immediately and checked in within 24 hours with the Maryland Department of Natural Resources. (See Deer and Turkey Tagging and Checking Requirements, pg. 32.)

Shotguns, muzzleloading firearms, air guns, and archery equipment may be used to hunt deer in all counties during the Firearms Season and Junior Hunt Days.

Breech-loading rifles and modern handguns may only be used to hunt deer during the Firearms Season and Junior Hunt Days in some counties. (See map on pg. 11 and Handgun Regulations on pg. 23.)

Deer taken with breech-loading firearms, muzzleloaders, air guns, or archery equipment during the Firearms Season must count towards the Firearms Season bag limit.

All deer hunters are required to wear fluorescent orange during the Firearms Season dates. (See Fluorescent Orange Clothing Requirements and Exceptions, pg. 53.)

It is illegal to hunt any animal other than deer on the first day of Deer Firearms Season, except sea ducks in the Sea Duck Zone.

It is illegal to shoot on, from or across any public road.

It is illegal to hunt or shoot at wildlife within 150 yards of an occupied building or camp without permission of the owner or occupant. For archery hunters this distance is 100 yards in Anne Arundel County and 50 yards in Calvert, Carroll, Frederick, and St. Mary’s counties. In Harford and Montgomery counties, the distance for archery hunters is now 50 yards, however, archers must use a tree stand when hunting between 50 and 100 yards of an occupied dwelling or other building.

Air Gun Regulations

An air gun is defined as any gun that propels a projectile by means of non-ignited compressed air or other gas. Projectiles include bullets, arrows or bolts.

Certain air guns may be used to hunt deer in all counties during the deer firearm season only.

To be legal for deer hunting an air gun must:

- Shoot one .40 caliber or larger bullet or ball at a single discharge which generates at least 400 foot-pounds of muzzle energy; or
- Shoot an arrow or bolt at least 18” in length with a minimum speed of 300 feet per second at release with a sharpened broadhead with metal points and a minimum width of 7/8 inch.

The use of poisoned or explosive tipped arrows or bolts is not permitted.

It is unlawful to have a loaded air gun in, on or leaning against a vehicle.

An air gun with the projectile removed is considered to be unloaded.
Regulations for Firearms

- Deer may not be hunted with a firearm that is loaded with more than 8 cartridges or shells. Magazines do not have to be physically blocked.
- Except in Dorchester County where #1 buckshot or larger may be used, firearms used for deer hunting may only shoot one all-lead, lead alloy, or copper soft-nosed or expanding bullet or ball. Sabots are permitted. Non-expanding full metal-jacketed, incendiary and tracer bullets are not permitted.
- It is unlawful to have a loaded firearm in, on, or leaning against any vehicle. This includes ammunition in the magazine or a muzzleloader ready to fire.
- It is unlawful to shoot a firearm within 300 yards of a public or nonpublic school while hunting. This prohibition only applies during school hours or when the building is occupied. This safety zone does not apply to colleges, universities, or home schools.
- Rifles or airguns may not be carried while hunting deer during the Archery Season with the following exception. In Deer Management Region A, persons 21 years old or older may carry a handgun for personal protection against bear while hunting deer during the Archery Season. The handgun:
  - may not be used for hunting any game species while the person is archery hunting for deer;
  - may not have a barrel length of more than six inches;
  - may not have a telescopic sight or electronic aiming device attached; and
  - may not be used to kill wildlife wounded by a vertical bow or crossbow.

Rifle Regulations

- The rifles referred to here are loaded from the breech of the barrel and use cartridges.
- Rifles used for deer hunting must use ammunition developing a muzzle energy of at least 1,200 foot pounds. Consult ammunition guides for ballistics information.
- See the map on page 11 for Maryland Shotgun and Rifle Counties/Areas.

Shotgun Regulations

- The shotguns referred to here are loaded from the breech of the barrel and use shells.
- Shotguns used for deer hunting must be 28 gauge or larger.
- Shotgun ammunition used for deer hunting must shoot a single solid projectile except in Dorchester County, where #1 buckshot or larger may be used.

Handgun Regulations

- The handguns referred to here are loaded from the breech of the barrel or rear of the cylinder and use cartridges.
- Handguns may be used to hunt deer only in those counties where the use of a breech-loading rifle for deer hunting is permitted with the exception that handguns may be used to hunt deer throughout Frederick County (See map, pg. 11).
- Handguns used for deer hunting must have a barrel length of 6 inches or more and use ammunition which produces a muzzle energy of 700 foot-pounds or more. Consult ammunition guides for ballistics information.
Chronic Wasting Disease in Maryland

Chronic wasting disease (CWD) is a disease of the brain and nervous system in the deer family (Cervidae). It has been found in the following free ranging cervids: elk, moose, mule deer, reindeer, and white-tailed deer. CWD is classified as a transmissible spongiform encephalopathy and attacks the brain of cervids, producing small lesions that eventually result in death. Maryland DNR has tested over 8,800 random hunter-harvested deer for CWD since 2002, and first detected the disease in November 2010. The infected deer was harvested by a hunter in Allegany County and was most likely part of an outbreak discovered nearby in Hampshire County, West Virginia, in 2005. To date, seventeen (17) infected deer have been detected in Allegany County.

Concerns over CWD should not stop hunters from enjoying the hunting season or any venison they may acquire. CWD has not been shown to be transmissible to humans. However, it is recommended that hunters field-dressing or butchering deer take the same precautions as they might to protect against other pathogens or diseases. The following common-sense precautionary measures are recommended for the safe handling, field-dressing and processing of venison:

- Avoid shooting or handling a deer that appears sick.
- Wear latex or rubber gloves when field-dressing or butchering deer.
- Remove all internal organs.
- Remove the meat from the bones and spinal column if home processing a deer.
- Do not use household knives or utensils when field-dressing or home processing a deer.
- Avoid cutting through bones or the spinal column (backbone).
- If you saw off antlers or through a bone, or if you sever the spinal column with a knife, be sure to disinfect these tools prior to using them for the butchering or removal of meat.
- Remove all fat, membranes and connective tissue from the meat. Note that normal field-dressing and trimming of fat from meat will remove lymph nodes.
- Always wash hands and instruments thoroughly after dressing and processing game meat.
- Use a 50/50 solution of household chlorine bleach and water to disinfect tools and work surfaces. Wipe down counters and let them dry; soak knives for one hour.

The following taxidermists and meat processors are currently approved to prepare or process deer carcasses or deer parts taken from within Maryland’s Chronic Wasting Disease Management Area (CWDMA). This provision provides an opportunity for hunters harvesting deer within Maryland’s CWDMA to transport carcasses or other deer parts directly to one of these approved businesses for meat processing, taxidermy services or for preparation for transport to another taxidermist. Please consult the Maryland DNR website at dnr.maryland.gov/wildlife for an up-to-date list of approved processors and taxidermists.

Meat Processors
- B&B Country Meats, Frostburg, 301-689-6225
- B&B Butchering, Orleans, 301-478-2558
- Snurr Bonez Wild Game Processing, Cumberland, 301-777-0450
- Ernst Market, Clear Spring, 301-842-2292
- Holsinger’s Meats and Deli, Maugansville, 301-733-9263
- Sunnyland/Ray Burger’s Meats, Williamsport, 301-223-9637

Taxidermists
- Allen Stanton, Midlothian, 301-689-3329
- Brian McKinley, Cumberland, 240-580-4148
- Donnie Burley, Cumberland, 301-707-6272
- Fairview Wildlife Studio, Hagerstown, 301-791-1568
- James Spiker, Westernport, 301-359-9623
- Kline’s Taxidermy, Smithsburg, 301-416-0201
- Neal Wilson, Cumberland, 301-697-8573
- Richard Kroll, Barton, 301-359-5010
- Robert Friend, Westernport, 301-359-0283
- Roger Rowe, LaVale, 301-729-2721
- Ryan Martin, Mt. Savage, 410-916-4432
- Sean Marsh, Westernport, 240-727-6729
- Steven Fairgrieve, Barton, 301-707-9261
- Timothy Hitchins, Frostburg, 301-689-2521

Chronic Wasting Disease Management Area Boundary Description
The Maryland CWDMA includes all of Allegany County and Harvest Management Unit 250 in western Washington County.
• Eastern Boundary: I-70 from the
Maryland/Pennsylvania border south to Rt. 522, then south on Rt. 522 to the Maryland/West Virginia border.

- **Southern Boundary**: The Maryland/West Virginia border from Rt. 522 west to the Allegany/Garrett County line.
- **Western Boundary**: The Allegany/Garrett County line from the Maryland/West Virginia border north to the Maryland/Pennsylvania border.
- **Northern Boundary**: The Maryland/Pennsylvania border from the Allegany/Garrett County line east to I-70.

### CWD Management

Due to the detection of CWD in Allegany County, DNR has implemented a number of measures to **prevent the unintentional spread** of CWD to other locations in Maryland or surrounding states. The changes outlined below apply only to the CWDMA, which currently is all of Allegany County and Harvest Management Unit 250 in western Washington County, regardless of whether it was taken on private or public land.

Whole deer carcasses or deer parts **cannot be transported out of** the CWDMA, except for:

- meat with no part of the spinal column, backbone, or head attached;
- hind quarters and front shoulders with no spinal column or backbone attached;
- cleaned hide with no head attached;
- skull plate cleaned of all meat and brain tissue;
- antlers with no meat or soft tissue attached;
- finished taxidermy mounts or tanned hides;
- whole deer carcasses or parts being transported directly to the meat processors and taxidermists listed here or on the DNR website, or to lined landfills within Allegany County or Washington County.

Please check the DNR website (dnr.maryland.gov/wildlife) for updates on CWD surveillance and management in Maryland. Hunter assistance and cooperation is essential to the DNR's efforts to monitor and manage CWD in Maryland.

### Carcass Importation Ban

The primary objective in the management of CWD is to **prevent its spread into new areas**. One possible mode of disease transmission is by the movement and disposal of infected carcasses. In an effort to minimize the risk for disease spread, Maryland, along with many other states, has adopted regulations that restrict the importation of whole carcasses and certain carcass parts of deer, moose and elk harvested from states or areas in states that have CWD.

A person may **not import the whole carcass** of a dead deer, elk, or moose into Maryland from another state or province's designated CWD containment, surveillance, or management area, unless the final destination of the carcass is within the Maryland CWDMA or with a CWD-approved Maryland processor or taxidermist. Travelers may pass through any part of Maryland with whole carcasses from other state/province CWD areas if the carcasses will not remain in the state for more than 24 hours, and no parts are disposed of or remain in the state. A person may **import only the following parts** of a carcass into Maryland if the final destination is within the state but outside the CWDMA:

- meat with no part of the spinal column or head attached;
- hind quarters and front shoulders with no spinal column or backbone attached;
- meat without backbone;
- cleaned hide with no head attached;
- skull plate cleaned of all meat and brain tissue;
- antlers with no meat or soft tissue attached;
- upper canine teeth, also known as buglers, whistlers, or ivories; and
- finished taxidermy mount or tanned hides.

Please consult the CWD Alliance website at cwd-info.org for a complete list of state and province CWD containment, surveillance, and management areas.

Any person who imports or possesses a cervid carcass or part of a cervid that was tested for chronic wasting disease in another state or province and is notified that the cervid tested positive, **must report the test results** to the Maryland Department of Natural Resources within 24 hours of receiving such notification—by telephone at 301-842-0332; or by FAX 301-842-1026; or by email to brian.eyler@maryland.gov.

If you hunt deer, elk, moose or other cervids in other states and/or provinces, particularly those in which CWD has been detected, **check with the respective fish and wildlife agencies** regarding special regulations or specific advice for hunters. Also check with your home state fish and wildlife agency to ensure that animals lawfully killed elsewhere may be imported and possessed in your state. Additional information can be found at the CWD alliance website cwd-info.org and the Maryland DNR website dnr.maryland.gov/wildlife.

### Managed Deer Hunting Programs

In addition to satisfying Maryland hunter safety, licensing, and stamp requirements, a **Shooter Qualification Card**, a **Managed Hunt Permit**, and **lottery selection** are required to participate in the following managed deer hunting programs:

- **Fair Hill NRMA State Park**

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**Taking Deer Carcasses out of Maryland**

Because Maryland is considered a CWD positive state, deer hunters **must follow carcass importation regulations in other states** when they transport a deer carcass out of Maryland. The surrounding states of Delaware, Pennsylvania, Virginia, and West Virginia each have specific regulations as to whether they will allow whole deer carcasses or only parts of carcasses to enter from Maryland. Likewise, the regulations for each of these states vary as to whether they apply to deer from anywhere in Maryland, or just to deer taken within the CWDMA. Hunters are strongly encouraged to check state regulations before transporting deer carcasses.

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DNR Shooter Qualification Card Program
Through the DNR Shooter Qualification Program local sportsman’s clubs, shooting clubs, and other groups avail their facilities and expertise to certify hunters for the program. Hunters who meet certain shooting qualification standards become certified and receive a Maryland State Shooter Qualification Card valid for the current hunting license year. This card serves as “proof of proficiency” and enables a qualified hunter to be eligible for many of the managed deer hunts held across Maryland.

The Fort Frederick State Park qualification event will be held November 5, 2017 beginning at 10 a.m. at the Fort Frederick Range in Washington County. (All hunters must arrive by 10:00a.m.)

The qualification event held at the Notchcliff Army National Guard Range in Baltimore County for the Fair Hill and Gunpowder Falls hunting programs will be held on December 10, 2017. (All hunters must arrive by 10:00a.m.)

Other Shooter Qualification events are held at different times and locations throughout the year. Many of the organizations that host these events charge a fee. The DNR will issue a press release in the summer announcing the dates for the various qualifications. The DNR website will list the website addresses of participating sportsman’s clubs and other locations where Shooter Qualifications will be held. The DNR website address for this information is: dnr.maryland.gov/huntersguide/shootqual.asp. Hunters interested in participating in managed hunts should contact the organization holding the hunt to learn more about their program and any additional requirements.

Managed Hunt Permit
• The annual Managed Hunt Permit (MHP) is required to hunt DNR properties that charge for managed hunts and covers all such hunts on DNR lands.
• The MHP is not required to take part in lotteries or drawings but only to participate in the managed hunts.
• Hunters should contact the properties they wish to hunt for site-specific rules and regulations.
• Persons exempt from the MHP requirement are those legally hunting with a Junior Hunting License, persons 16 years of age or younger hunting with an Apprentice Hunting License (see Maryland Hunting Licenses, pg. 54), or any person serving in the United States Armed Forces (see Armed Forces Members Hunting In Maryland, pg. 56) that is exempt from needing a Maryland hunting license.

Managed Hunt Permit $35.00
(See Purchasing Your Maryland Hunting Licenses, Stamps and Permits, pg. 57.)

For Managed Deer Hunts at Fair Hill, Fort Frederick, Gunpowder Falls, and Seneca Creek State Parks:
• Hunters will be chosen by lottery. Only one application per hunter. Group applications of up to three hunters will be accepted and must be stapled together.
• Shotguns with slugs are the only firearms allowed for these hunts.
• The use of scopes is encouraged.
• Deer taken during these hunts will not count toward the hunter’s regular deer firearms season bag limit.
• Hunters participating in the Fair Hill, Gunpowder Falls, and Seneca Creek hunts will be allowed to harvest four (4) antlerless deer and approximately one (1) out of 10 hunters will be chosen by drawing on the morning of the hunt to harvest an antlered deer in lieu of one of the four antlerless deer.
• Hunters participating in the Fort Frederick State Park hunt will be allowed to harvest two (2) antlerless deer.

The Fair Hill NRMA State Park managed deer hunt in Cecil County has a limit of 140 hunters. For more information call 410-356-9272 between 7:30a.m.-11:30a.m. or 410-398-1246. See the following pages for the Fair Hill Managed Hunt application form.

The Fort Frederick State Park managed deer hunt in Washington County has a limit of 30 hunters. For more information call 301-842-2155. See the following pages for the Fort Frederick application form.

The Gunpowder Falls State Park, Sweet Air and Hammerman Areas managed deer hunt in Baltimore and Harford counties has a limit of 65 for Sweet Air and 25 for Hammerman. For more information call 410-356-9272 between 7:30a.m.-11:30a.m. or 410-592-2897. See the following pages for the Gunpowder Falls application form.

The Seneca Creek State Park managed deer hunt in Montgomery County has a limit of 60 hunters. For more information call 410-356-9272 between 7:30a.m.-11:30a.m. or 301-924-2127. See the following pages for the Seneca Creek application form.

The Smithsonian Environmental Research Center managed deer hunt in Anne Arundel County has these provisions:
• A Shooter Qualification Card and verification that the hunter has complied with the Hunter Education and Safety Requirement are required to participate in this hunt.
• Hunters will be chosen by lottery. Only one application per hunter. Group applications of up to three hunters will be accepted and must be stapled together.
• All applications must be accompanied by a self-addressed, stamped, legal sized envelope.
• Shotguns with slugs are the only firearms allowed for these hunts.
• The use of scopes is encouraged.
• The use of a portable tree stand is required.
• Accommodations will be made for hunters with a Universal Disability Pass that will allow them to hunt from a vehicle.
• The pre-hunt mandatory scout date is November 19, 2017 from 8:00a.m. to 2:00p.m.
• See the following pages for the Smithsonian Environmental Research Center application form.

The Wye Island NRMA managed deer hunt in Queen Anne’s County has these provisions:
• Hunters are required to submit a copy of their current Maryland Hunting License along with their permit application.
• Hunters will be chosen by lottery for both the October muzzleloader deer hunt and the December firearms deer hunt.
• For more information call 410-827-7577.
FAIR HILL NRMA STATE PARK MANAGED HUNT APPLICATION
Name: ________________________________________________________________
Address (street): __________________________________________________________
(city, state, zip): _________________________________________________________
Telephone *: ____________________________
DNR ID *: ______________________________
Number the hunt date blocks, with *1 being your first choice:

January 8, 2018  January 9, 2018

Mail the completed application to:
Gwynnbrook WMA
3740 Gwynnbrook Ave., Owings Mills, MD 21117

Deadline for applications is November 3, 2017.
The lottery drawing will be held on November 6, 2017 at 12:30 p.m.

GUNPOWDER FALLS STATE PARK MANAGED HUNT APPLICATION
NAME: ____________________________
Address (street): _________________________________________________________
(city, state, zip): _________________________________________________________
Telephone *: ____________________________
DNR ID *: ______________________________
Number the hunt date blocks, with *1 being your first choice:

January 15, 2018  January 16, 2018

Mail the completed application to:
Gwynnbrook WMA
3740 Gwynnbrook Ave., Owings Mills, MD 21117

Deadline for applications is November 3, 2017.
The lottery drawing will be held on November 6, 2017 at 12:30 p.m.

FORT FREDERICK STATE PARK MANAGED HUNT APPLICATION
Name: ________________________________________________________________
Address (street): __________________________________________________________
(city, state, zip): _________________________________________________________
Telephone *: ____________________________
DNR ID *: ______________________________
Number the hunt date blocks, with *1 being your first choice:

December 5, 2017  December 6, 2017

Mail the completed application to:
Fort Frederick State Park
11100 Fort Frederick Road, Big Pool, MD 21711

Deadline for applications is October 3, 2017.
The lottery drawing will be held on October 4, 2017 at 10:00 a.m.

SENeca CREEK STATE PARK MANAGED HUNT APPLICATION
Name: ________________________________________________________________
Address (street): __________________________________________________________
(city, state, zip): _________________________________________________________
Telephone *: ____________________________
DNR ID *: ______________________________
Number the hunt date blocks, with *1 being your first choice:

January 18, 2018  January 19, 2018

Mail the completed application to:
Gwynnbrook WMA
3740 Gwynnbrook Ave., Owings Mills, MD 21117

Deadline for applications is November 3, 2017.
The lottery drawing will be held on November 6, 2017 at 12:30 p.m.

GUNPOWDER FALLS STATE PARK MANAGED HUNT APPLICATION HAMMERMAN AREA
Name: ____________________________
Address (street): _________________________________________________________
(city, state, zip): _________________________________________________________
Telephone *: ____________________________
DNR ID *: ______________________________
The hunt date is:
January 17, 2018

Mail the completed application to:
Gwynnbrook WMA
3740 Gwynnbrook Ave., Owings Mills, MD 21117

Deadline for applications is November 3, 2017.
The lottery drawing will be held on November 6, 2017 at 12:30 p.m.
**DEER HUNTING**

**SMITHSONIAN ENVIRONMENTAL RESEARCH CENTER DEER HUNT APPLICATION**

Name: 
Address (street): 
(city, state, zip): 
Telephone (day/ evening): 
Hunting License #: 
Shooter Qualification #: 
Hunter Safety Card #: 
Hunt from a Vehicle Permit #: 

A copy of your Shooter Qualification Card must be submitted no later than November 4, 2017.

Number the hunt date blocks, with #1 being your first choice:

<table>
<thead>
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<th>November 25, 2017</th>
<th>November 29, 2017</th>
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<td>December 6, 2017</td>
<td>December 9, 2017</td>
</tr>
<tr>
<td>December 16, 2017</td>
<td>January 6, 2018</td>
</tr>
</tbody>
</table>

Mail this completed application to:

Smithsonian Environmental Research Center, Attention: Tony Dove
647 Contess Wharf Rd., Edgewater, MD 21037

Deadline for applications is October 6, 2017.
The lottery drawing will be held on October 11, 2017.
The mandatory scout date is November 19, 2017 from 8a.m. to 2p.m.

**BLACK BEARS IN MARYLAND**

Western Maryland (Garrett, Allegany, Washington, and Frederick counties) is home to a healthy black bear population. Accordingly, people may find themselves encountering bears, especially in areas with natural or artificial food sources, such as berry patches, oak groves, or in areas where bait, such as corn, has been left to attract wildlife. If you encounter a bear, DNR recommends that you make your presence known by making noise. Clap your hands and speak with a firm voice to be sure the bear knows you are there. Remain upright and do not run. Back away slowly and leave the area. Although black bears are generally shy and run when confronted by people, they are wild animals that should be treated with respect.

For people wishing to carry a form of personal protection, DNR recommends the use of Bear Pepper Spray as a safe, legal, and effective bear deterrent. It has a long shelf-life, large volume, and is discharged in an expanding cloud that will reach its target up to 35 feet away. There are a variety of Bear Pepper Sprays on the market that can be purchased at local sporting goods stores or on the Internet. When purchasing Bear Pepper Spray, be sure that the product states that it is for use on bears and has been approved by EPA.

**MARYLAND ARCHERY HUNTER SURVEY COOPERATORS NEEDED**

**WE NEED YOUR HELP!**

Archery hunters are among the most active outdoor enthusiasts in Maryland. The time you spend afield and the experiences you enjoy are of great value to us. The hunting observations you make day after day and year after year can be used as a powerful tool to effectively track fluctuations in many different wildlife populations (e.g. deer, bear, turkey, small game, and furbearers). Therefore, we are asking you to take the time to become a cooperator and document information about each of your archery hunts. The data you provide will be added to the data already collected by 300+ other archery hunter cooperators and will make the results even stronger.

If you are interested in becoming an Archery Hunter Survey Cooperator, you can download a copy of the survey at dnr.maryland.gov/wildlife/Pages/hunt_trap/bhsurvey.aspx or contact Brent Evans at (443) 786-3656 or brent.evans@maryland.gov. Cooperators will receive an annual survey form to complete during the deer archery season and an annual report of the results after they are compiled. We appreciate your interest and cooperation.

**MARYLAND TROPHY DEER CONTEST**

The Maryland Trophy Deer Contest recognizes the “top” deer in each category taken during the deer hunting seasons for the Maryland State Record Book. Highest scoring bucks are recognized for whitetailed deer (typical and non-typical), fallow deer, and sika deer taken during each of the vertical bow, crossbow, muzzleloader and fire-arms seasons. The Boone and Crockett method of scoring is used.

The contest is cosponsored by the Maryland Bowhunters Society, the Maryland Chapter of the Quality Deer Management Association, and the DNR Wildlife & Heritage Service.

The location and dates for the 2017 contest will be determined at a later date. Please contact the Maryland DNR website at dnr.maryland.gov for updated information or contact Mr. Walter ‘Tinker’ Johnson at 301-349-2413.
Deer Processors

The Maryland Department of Natural Resources would like to thank the deer processors listed below for their service and cooperation in the Wildlife and Heritage Service's annual collection of information on Maryland deer. Their efforts help supply the data necessary to manage this popular species. We appreciate their support of the stewardship and management of deer.

Allegany
B&B Butchering ........................................ 301-478-2558
B&B Country Meats ................................ 301-689-6225
Snurr Bonez Wild Game Processing .... 301-777-0450

Anne Arundel
Austin's Deer Processing .......................... 410-850-5838
Harwood Butcher Shop ............................. 410-212-8803
Ray Hitchcock Taxidermy ......................... 410-987-6990

Anne Arundel
Trophy Care Taxidermy & Deer Processing ........ 410-282-1118

Baltimore
B&B Country Meats ............................. 301-478-2558

Calvert
Austin's Deer Processing ......................... 410-850-5838

Caroline
Deep Branch Custom Cuts ....................... 410-310-1246
Knife Box Custom Cuts ........................ 443-262-5694
Frasers' Meat Shop .............................. 410-673-7249
Richard's Deer Shop .......................... 410-634-1510 or 410-279-0622
Tuckahoe River Deer Processing ........... 443-786-5199

Carroll
C & L Deer Processing .......................... 410-374-6424
M & G Wild Game Processing ................. 443-375-7138

Charles
Chuck's Butcher Shop ......................... 301-283-0743

Dorchester
Bucktown Butcher Shop .......................... 443-521-4286
Kramer's Butcher Shop ......................... 443-521-7501
The Duck Stop ........................................ 443-521-7128
or 443-521-2026

Frederick
Clint's Cuts ........................................ 301-865-5120 or 301-748-1505
Pry's Deer Processing ............................ 301-834-8752
Rob’s Deer Shop ................................... 301-271-7780
Shuff’s Meat Market ............................ 301-271-2231

Garrett
Butcher Block .................................... 301-334-4140
EJ’s Meat Processing ............................ 301-245-4409
Second Chance Farms .......................... 301-616-7794

Harford
KCC Deer Processing ............................ 410-803-9200

Kent
Alexander's Deer Processing .................. 410-928-3462
Charlie's Whitetail Custom Cutting ......... 410-928-5326
John's Butcher Shop ............................ 410-778-3550

Montgomery
KS Kuts ........................................... 240-457-1844 or 301-606-5203
Tim Mullinix .................................... 240-246-6199

Prince George’s
Harwood Butcher Shop .......................... 410-212-8803

Queen Anne’s
Billy Walls ......................................... 410-778-3511
Emory Creek Processing ....................... 410-490-5669

Somerset
Eddie Johnson Deer Processing .............. 410-603-0047
or 410-603-0046
Holland’s Deer Cutting ......................... 410-251-7608

St. Mary’s
Mike McWilliams Wild Game Processors ...... 301-475-9667 or 240-925-6994

Sussex County, Delaware
Mark’s Meats and More, LLC ................. 302-933-0307

Worcester
Captain Ron’s Deer Processing ............... 410-627-8189

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McCoy Hunting Ranch

Allegheny Elk Ranch
COWS & TROPHY BULLS
Starting at $1,500.
No license required.
September–March.
Central Minnesota
(866) 806-7973
General Turkey Hunting Rules

• A hunter must carry personal photo identification (such as a driver’s license) or a secondary form of positive identification while hunting.
• Written permission is required to hunt on private land.
• A hunting license is required to hunt wild turkeys in Maryland (with exceptions). See Maryland Hunting Licenses (pgs. 54-57) for requirements, types, costs, exceptions, purchasing, and Armed Forces information.
• The use of a Maryland Big Game Harvest Record is required of all Maryland turkey and deer hunters. It is issued with the hunting license and is used to record the species, date, county, sex, hunting device, and Confirmation Number of every turkey and deer taken during a hunting license year. Those who may hunt turkeys without a license must obtain a free Big Game Harvest Record through the COMPASS portal at compass.dnr.maryland.gov OR any DNR Licensing and Registration Service Center (pg. 6) OR a DNR Sport License agent.
• Turkeys and deer taken in Maryland must be field tagged immediately and checked in within 24 hours with the Maryland Department of Natural Resources. (See Deer & Turkey Tagging and Checking, pg. 32.)
• It is illegal to hunt turkeys with the aid of bait or over any baited area. Feed or bait placed for deer or other wildlife may be considered baiting if turkeys are being hunted. An area is considered by law to be baited for 10 days after the removal of the bait. Salt and mineral supplements are no longer considered as a source of bait for turkeys.
• It is illegal to use recorded or electronically amplified calls, or use motorized or electronic turkey decoys.
• Fluorescent orange is not required for hunting turkeys. However, turkey hunters are encouraged to wear it as a precaution. Successful turkey hunters are also encouraged to put an orange ribbon on the turkey when carrying it out of the woods. See Hunting Safety Tips (pg. 58) for a guide to courteous and safe turkey hunting.

Turkey Hunting Devices and Regulations

• Shotguns used for turkey hunting may not have a magazine and chamber capable of holding more than 3 shells total.
• In the Spring Season, Jr. Hunt Days, and Winter Season, hunters may only use shotguns (loaded with #4 shot or smaller), crossbows, vertical bows, or air guns that shoot arrows or bolts.
• In the Fall Season, turkey hunters may only use rifles, handguns, shotguns (loaded with #4 shot or smaller or a solid, single projectile), crossbows, vertical bows, or air guns that shoot bullets, arrows, or bolts.

Other Hunting Device Regulations

• It is illegal to have a loaded air gun or firearm in, on, or leaning against any vehicle. This includes ammunition in the magazine or a muzzleloader ready to fire.
• It is unlawful to have a loaded crossbow in, on or leaning against a vehicle.
• A cocked crossbow without a bolt or arrow in the firing position is considered to be unloaded.
• It is against the law to shoot on, from or across any public road.
• It is illegal to hunt or shoot at wildlife within 150 yards of an occupied building or camp without permission of the owner or occupant. For archery hunters this distance is 100 yards in Anne Arundel County and 50 yards in Calvert, Carroll, Frederick, and St. Mary’s counties. In Harford and Montgomery counties, the distance for archery hunters is now 50 yards, however, archers must use a tree stand when hunting between 50 and 100 yards of an occupied dwelling or other building.
• It is unlawful to discharge a firearm within 300 yards of a public or nonpublic school while hunting. This prohibition only applies during school hours or when the building is occupied. This safety zone does not apply to colleges, universities, or home schools.

Turkey Seasons, Regulations, Bag Limits, & Locations

JUNIOR TURKEY HUNTING DAYS

2018

• April 14, statewide
• Sunday, April 15 in certain counties, see chart.

The Junior Turkey Hunting Days are for hunters age 16 or younger only. To hunt during these days:
• Junior hunters must have a Hunting License or be exempt from the license requirement. (See Who May Hunt Without a License, pg. 56).
• Junior turkey hunters must be accompanied in the field by an individual who:
  » is 21 years old or older;
  » possesses a valid Maryland hunting license (an Apprentice Hunting License does not meet this requirement), or is exempt from hunting license requirements; and
  » is unarmed.

Statewide Regulations:
• Only bearded turkeys may be harvested in the Junior Turkey Hunting Days and Spring Season.
• Turkeys taken by junior hunters during these days count towards the entire Spring Season bag limit.
• The Junior Turkey Hunting Days bag limit is one (1) bearded turkey per day.
• Daily shooting hours are one half hour before sunrise to sunset for Junior Turkey Hunting Days.
• Only shotguns (loaded with #4 shot or smaller), crossbows, vertical bows, or air guns that shoot arrows or bolts may be used for the Junior Turkey Hunting Days.
• Dogs and organized drives may not be used.
**SPRING TURKEY SEASON 2018**

**Statewide Season Dates:**
- April 18-May 23
Includes Sundays in certain counties, see chart.

**Statewide Regulations:**
- Only bearded turkeys may be harvested in the Spring Season.
- The Spring Season bag limit is one (1) bearded turkey per day and two (2) bearded turkeys for the season.
- Spring Turkey Season daily shooting hours for April 18 through May 9 are one-half hour before sunrise to noon.
- Spring Turkey Season daily shooting hours for May 10 through May 23 are one-half hour before sunrise to sunset.
- Hunters may only use shotguns (loaded with #4 shot or smaller), crossbows, vertical bows, or air guns that shoot arrows or bolts in the Spring Season.
- Dogs and organized drives may not be used.

**FALL TURKEY SEASON 2017**

Fall turkey hunting is only permitted in Allegany, Garrett, and Washington counties.

- Oct. 28-Nov. 4
Includes a Sunday, see chart.

- The combined bag limit for the 2017 Fall and 2018 Winter Seasons is one (1) turkey of either sex.
- Fall Turkey Season daily shooting hours are one half hour before sunrise to one half hour after sunset.

- Fall turkey hunters may only use rifles, handguns, shotguns (loaded with #4 shot or smaller or a solid, single projectile), crossbows, vertical bows, or air guns that shoot bullets, arrows, or bolts.
- It is illegal to hunt turkeys with the aid of bait or to place bait for turkeys during any turkey season. However, during the fall season, it is not considered to be hunting with the aid of bait if a hunter and any turkey that a hunter shoots at are at least 150 yards from any bait legally placed for other species (e.g. corn placed to attract deer).
- Be aware: Fall turkey hunters are encouraged to wear fluorescent orange clothing especially when other hunting seasons are open at the same time.

**WINTER TURKEY SEASON 2018**

**Statewide Season Dates:**
- Jan. 18-20

**Statewide Regulations:**
- The combined bag limit for the 2018 Winter and 2017 Fall Seasons is one (1) turkey of either sex.
- Winter Turkey Season daily shooting hours are one half hour before sunrise to one half hour after sunset.
- Hunters may only use shotguns (loaded with #4 shot or smaller), crossbows, vertical bows, or air guns that shoot arrows or bolts in the Winter Season.

**SUNDAY TURKEY HUNTING 2017-2018**

Sunday hunting is permitted on April 15 (Junior Hunt Day) and all Sundays during any open turkey season in the following counties:

<table>
<thead>
<tr>
<th>COUNTY</th>
<th>LOCATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Calvert, Caroline, Carroll, Charles, Kent, St. Mary’s</td>
<td>Private Lands only</td>
</tr>
<tr>
<td>Dorchester</td>
<td>Private and public lands</td>
</tr>
<tr>
<td>Allegany, Garrett, Washington</td>
<td>Private and designated public lands*</td>
</tr>
</tbody>
</table>

* Designated public lands open to Sunday hunting in Allegany, Garrett, and Washington counties are only: Billmeyer-Belle Grove WMA, Cunningham Swamp WMA, Dan’s Mountain WMA, Garrett SF, Green Ridge SF, Indian Springs WMA, Mount Nebo WMA, Potomac SF, Prather’s Neck WMA, Savage River SF, Sideling Hill WMA, and Warrior Mountain WMA.

Need to Know
On the Go?
Maryland Hunting Regulations are now available online through your mobile devices!

[Knives Kitchen Cutlery Darts & Supplies Knife Sharpening](http://www.edgeworksonline.com)
 Instructions

All deer and turkeys harvested in Maryland must be field tagged immediately and checked in within 24 hours via the internet, telephone, or mobile app. Each will receive its own Confirmation Number that must be recorded on the Big Game Harvest Record that is provided with your hunting license. Even those who may hunt without a License (pg. 56) must complete the tagging and checking procedure for each deer and turkey. They must obtain a free DN Rid number and free Big Game Harvest Record through the COMPASS portal at compass.dnr.maryland.gov/ OR any DNR Licensing and Registration Service Center (pg. 6) OR a DNR Sport License agent.

Before moving each deer or turkey from the place of kill, the hunter must:

• Complete a Maryland Deer and Turkey Field Tag in ink and attach it to the animal. The Field Tag must be attached to the head of the deer or leg of the turkey. These tags are available in the Maryland Guide to Hunting & Trapping or a tag with the appropriate information can be made by the hunter. The Field Tag must remain on the head of the deer or leg of the turkey until the animal is processed for consumption. Hunters who plan to have their deer mounted should attach the tag to the antler and not through a hole cut in the ear. 

 » Place of kill is the location where the animal expired and was recovered.

• Fill out a block on the Maryland Big Game Harvest Record in ink. Record the species, date, county, sex, and hunting device used. The Confirmation Number will be provided later.

• After completing the previous two steps, the deer or turkey can legally be moved from the place of kill.

Hunters then have until 24 hours after the kill is field tagged to check in their game using one of the following:

• the COMPASS portal at compass.dnr.maryland.gov/
• the Maryland Big Game Registration Phone Line 1-888-800-0121
• DNR’s official mobile app (AccessDNR)

TTY users, call through the Maryland Relay. For ease of use, deaf and hard of hearing hunters are encouraged to use the internet check-in site or mobile app.

• Hunters should indicate the actual hunting device used to take the deer or turkey when checking their animal (not the season in which it is taken).

• Hunters must use their DN Rid number when checking in a deer or turkey. The DN Rid number is printed on all hunting licenses.

• Important: At the end of the Internet or telephone check-in process, a Confirmation Number will be issued which must be recorded in the Confirmation Number space on the Big Game Harvest Record.

• Each deer or turkey checked in will have its own Confirmation Number. If you have a question or need to retrieve a Confirmation Number, call your local Wildlife & Heritage Service office (pg. 6).

• A hunter may not remove the head or hide or any part from any deer (except internal organs), or cut the meat into parts, until the deer has been checked in and the confirmation number recorded on the Big Game Harvest Record.

• Hunters are required to furnish the Confirmation Number to taxidermists and processors/butchers before they can leave their deer or turkey. Hunters may use the Butcher/Taxidermy Tag that is provided in the Maryland Guide to Hunting & Trapping or a tag with the appropriate information can be made by the hunter for this purpose.

• The completed Big Game Harvest Record with associated Confirmation Numbers serves as the hunter’s possession tag and must remain in the hunter’s possession. If the hunter harvests more than three (3) animals (combination of deer and turkeys), they can obtain another Big Game Harvest Record free-of-charge through the COMPASS portal at compass.dnr.maryland.gov/ OR any DNR Licensing and Registration Service Center (pg. 6) OR a DNR Sport License agent.

ATTENTION HUNTERS

Hunters have until 24 hours after the kill is field tagged to check in their game using one of the following:

• the COMPASS portal at compass.dnr.maryland.gov/
• the Maryland Big Game Registration Phone Line 1-888-800-0121
• DNR’s official mobile app (AccessDNR)
To check in your deer or turkey the following will be required:

Your DN Rid number:

The year of your birth in digits as it appears on your hunting license, e.g., 1955:

The date of harvest:

The county code number for the place of harvest:

The private land code number for the place of harvest (pgs. 34-36):

Or

The public land code for the place of harvest (pg 34):

For deer-

White-tailed, fallow, or sika?

Button buck, female or antlerless male, or antlered male?

Number of antler points:

Was this deer taken with a shotgun, rifle, vertical bow, crossbow, muzzleloader, handgun, or other (air gun, etc.)?

For turkey-

Was this turkey taken with a shotgun, rifle, vertical bow, crossbow, muzzleloader, handgun, or other (air gun, etc.)?

How long is the beard; <6” or >6”?

How long are the spurs; <1/2” or >1/2”?

Record the Confirmation Number on your Big Game Harvest Record

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**County Code Numbers**

<table>
<thead>
<tr>
<th>County</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Allegany</td>
<td>01</td>
</tr>
<tr>
<td>Anne Arundel</td>
<td>02</td>
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<tr>
<td>Baltimore</td>
<td>03</td>
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<tr>
<td>Calvert</td>
<td>04</td>
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<tr>
<td>Caroline</td>
<td>05</td>
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<td>Carroll</td>
<td>06</td>
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<td>Cecil</td>
<td>07</td>
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<tr>
<td>Charles</td>
<td>08</td>
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<tr>
<td>Dorchester</td>
<td>09</td>
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<td>Frederick</td>
<td>10</td>
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<tr>
<td>Garrett</td>
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<tr>
<td>Harford</td>
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<tr>
<td>Howard</td>
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<tr>
<td>Kent</td>
<td>14</td>
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<tr>
<td>Montgomery</td>
<td>15</td>
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<tr>
<td>Prince George’s</td>
<td>16</td>
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<tr>
<td>Queen Anne’s</td>
<td>17</td>
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<tr>
<td>St. Mary’s</td>
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<td>Somerset</td>
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<tr>
<td>Talbot</td>
<td>20</td>
</tr>
<tr>
<td>Washington</td>
<td>21</td>
</tr>
<tr>
<td>Wicomico</td>
<td>22</td>
</tr>
<tr>
<td>Worcester</td>
<td>23</td>
</tr>
</tbody>
</table>

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Chronic Wasting Disease Management Area Boundary Description

The Maryland CWDMA includes all of Allegany County and Harvest Management Unit 250 in western Washington County.

- **Eastern Boundary:** 1-70 from the Maryland/Pennsylvania border south to Rt. 522, then south on Rt. 522 to the Maryland/West Virginia border.
- **Southern Boundary:** The Maryland/West Virginia border from Rt. 522 west to the Allegany/Garrett County line.
- **Western Boundary:** The Allegany/Garrett County line from the Maryland/West Virginia border north to the Maryland/Pennsylvania border.
- **Northern Boundary:** The Maryland/West Virginia border from the Allegany/Garrett County line east to 1-70.
How to Use These Maps

- Maryland counties and their respective Private Land Codes are displayed geographically on pgs. 34-36.
- A table listing of Public Land Codes by county is located on this page.
- The Chronic Wasting Disease Management Area now includes all of Allegany County and the western portion of Washington County that includes Private Land Code 250.
Sections of Frederick and Worcester counties, continued from page 11.

Breech-loading rifles may not be used to hunt deer in:

- That section of Frederick County located west of the Monocacy River beginning where Fingerboard Road crosses the river, then by and with the west side of the Monocacy River to the crossing by Biggs Ford Road, then by and with the south side of Biggs Ford Road to the junction with Route 15, then by and with the west side of Route 15 to the junction with Sundays Lane, then by and with the south side of Sundays Lane to the junction with Bloomfield Road, then by and with the east side of Bloomfield Road to the junction with Opossumtown Pike, then by and with the south side of Opossumtown Pike to the junction with Walter Martz Road, then by and with the east side of Walter Martz Road to the junction with Christopher’s Crossing, then by and with the south side of Christopher’s Crossing to the junction with Rocky Springs Road, then by and with the south and east side of Rocky Springs Road to the junction with Kemp Lane, then by and with the east side of Kemp Lane to the junction with Shookstown Road, then by and with the north side of Shookstown Road to the junction with Bowers Road, then by and with the east side of Bowers Road to the junction West Patrick Street, then by and with the north side of West Patrick Street to the junction with Blentlinger Road, then by and with the east side of Blentlinger Road to the junction with Old National Pike, then by and with the south side of Old National Pike to the junction with Maryland Interstate 70, then by and with the north side of Maryland Interstate 70 to the junction with Route 15, then by and with the east side of Route 15 to the junction with Mt. Zion Road, then by and with the north side of Mt. Zion Road to the junction with Elmer Derr Road, then and by and with the north side of Elmer Derr Road to the junction with New Design Road, then by and with the east side of New Design Road to the junction with Manor Woods Road, then by and with the north side of Manor Woods Road to the junction with Buckstown Pike, then by and with the east side of Buckstown Pike to the junction with Fingerboard Road, and then by and with the north side of Fingerboard Road to the crossing over the Monocacy River.

- Those sections of Worcester County as follows:
  - within one mile of any school;
  - within that portion of South Point lying south of a line beginning at the west end of the Sinepuxent Bay Bridge on State Rt. 611, then by and with the south side of Rt. 611 to the junction of the South Point Road going south for a distance of 0.6 miles to a point opposite the southern boundary of the Ocean City Golf and Yacht Club property on the west side of the road, then by the southern boundary of the Ocean City Golf and Yacht Club to Trappe Creek; and
  - within that portion of the land lying south of a line beginning at the mouth of the St. Martin River northwest to the junction with Shingle Landing Road, then by and with the south side of Shingle Landing Road to the junction with State Rt. 113, then by and with the east side of Rt. 113 to the junction with Rt. 589, then by and with the east side of Rt. 589 to the junction with US Rt. 50, then by and with the north side of Rt. 50 to the junction with Assawoman Bay, then by and with the west boundary of Assawoman Bay to the junction with the St. Martin River.

See map on page 11 for all shotgun and rifle counties/areas.

How to Use These Maps

- Maryland counties and their respective Private Land Codes are displayed geographically on pgs. 34-36.
- A table listing of Public Land Codes by county is located on pg. 34.
Migratory Game Birds are: brant, coots, doves, ducks, geese, rails, snipe, and woodcock. Brant, ducks, and geese are referred to as waterfowl.

Federal Migratory Game Bird Hunting Regulations can be viewed at: [dnr.maryland.gov/wildlife/Pages/FederalHuntingRegs.pdf](http://dnr.maryland.gov/wildlife/Pages/FederalHuntingRegs.pdf)

Offshore Waterfowl Hunting Rules & Regulations (offshore duck blinds, sea duck and offshore waterfowl hunting zones) can be viewed at: [dnr.maryland.gov/wildlife/Pages/hunt_trap/offshore_intro.aspx](http://dnr.maryland.gov/wildlife/Pages/hunt_trap/offshore_intro.aspx)

### General Migratory Game Bird Hunting Rules

- Migratory game birds may not be hunted on Sundays.
- A hunter must carry personal photo identification (such as driver’s license) or a secondary form of identification while hunting.
- Written permission is required to hunt on private land.
- A hunting license is required to hunt migratory game birds in Maryland (with exceptions). See Maryland Hunting Licenses (pgs. 54-57) for requirements, types, costs, exceptions, purchasing, and Armed Forces information.
- A Maryland Migratory Game Bird Stamp is required of all hunters to hunt all migratory game birds in Maryland. This includes persons not required to have a hunting license. (See Who May Hunt Without a License pg. 56).
- This stamp may be purchased from National Wildlife Refuges, Post Offices, online at [duckstamp.com](http://duckstamp.com) and through the COMPASS portal at [compass.dnr.maryland.gov](http://compass.dnr.maryland.gov) OR any DNR Licensing and Registration Service Center (pg. 6) OR a DNR Sport License agent.
- If you order your federal duck stamp online ([duckstamp.com](http://duckstamp.com)), you will receive a purchase code. If you purchase your stamp through COMPASS, a DNR sport license agent, DNR online licensing, or a DNR Licensing and Registration Center, you will receive a printed validation showing proof of purchase. Both the purchase code and the validation will be accepted as proof of the purchase for 45 days, and must be possessed while hunting waterfowl and coots. The paper stamp will be mailed to the purchaser.
- The proof of purchase will expire after 45 days after which the purchaser must possess the stamp, signed in ink, while hunting waterfowl and coots.
- Hunters are not required to possess or sign the actual stamp.
- This stamp must be signed in ink but does not have to be attached to the hunting license.
- If you do not receive your federal duck stamp within 2-3 weeks after purchase from DNR online or by phone, please email duckstamp@amplex.com or call 1-800-852-4897.

### Maryland Migratory Game Bird Stamp

(See Purchasing Your Maryland Hunting Licenses, Stamps and Permits, pg 57.)

- **A Federal Migratory Bird Hunting and Conservation Stamp (federal duck stamp) is required of all hunters over the age of 15 to hunt brant, coots, ducks, and geese in Maryland. This includes persons not required to have a hunting license.** (See Who May Hunt Without a License pg. 56).
- **This stamp may be purchased from National Wildlife Refuges, Post Offices, online at [duckstamp.com](http://duckstamp.com) and through the COMPASS portal at [compass.dnr.maryland.gov](http://compass.dnr.maryland.gov) OR any DNR Licensing and Registration Service Center (pg. 6) OR a DNR Sport License agent.**
- **If you order your federal duck stamp online ([duckstamp.com](http://duckstamp.com)), you will receive a purchase code. If you purchase your stamp through COMPASS, a DNR sport license agent, DNR online licensing, or a DNR Licensing and Registration Center, you will receive a printed validation showing proof of purchase.Both the purchase code and the validation will be accepted as proof of the purchase for 45 days, and must be possessed while hunting waterfowl and coots. The paper stamp will be mailed to the purchaser.**
- **The proof of purchase will expire after 45 days after which the purchaser must possess the stamp, signed in ink, while hunting waterfowl and coots.**
- **Hunters are not required to possess or sign the actual stamp.**
- **This stamp must be signed in ink but does not have to be attached to the hunting license.**
- **If you do not receive your federal duck stamp within 2-3 weeks after purchase from DNR online or by phone, please email duckstamp@amplex.com or call 1-800-852-4897.**

### Federal Migratory Bird Hunting and Conservation Stamp

At National Wildlife Refuges, U.S. Post Offices and at [duckstamp.com](http://duckstamp.com) $25.00

From the COMPASS portal at [compass.dnr.maryland.gov](http://compass.dnr.maryland.gov) OR any DNR Licensing and Registration Service Center (pg. 6) OR a DNR Sport License agent $27.00

- **A Harvest Information Program (HIP) Certification is required of all hunters to hunt all migratory game birds in Maryland. The certification is free and issued with the Maryland Migratory Game Bird Stamp.**
- **Hunters must have the the printed validation showing proof of purchase of the Maryland Migratory Game Bird Stamp and HIP certification in their possession while hunting migratory game birds.**
- **When you purchase your Maryland Migratory Game Bird Stamp, you will be asked the following HIP questions that are used for harvest survey sampling only:**
  - **Do you plan to hunt brant this coming hunting season?**
  - **About how many ducks, geese, doves, and woodcock did you bag last season?**
  - **Did you hunt sea ducks (eiders, long-tailed duck and scoters), coots, snipe or rails last season?**
- **A Maryland Snow Goose Conservation Order Hunting Season Permit is required to participate in the Light Goose Conservation Order Season. Hunters must possess the printed validation showing proof of the purchase of this permit while hunting.**
  - **(See Light Goose Seasons & Bag Limits pg. 40.)**

### Snow Goose Conservation Order Hunting Season Permit

(See Purchasing Your Maryland Hunting Licenses, Stamps and Permits, pg 57.)

- **A Regulated Shooting Area Hunting License allows you to shoot only captive-raised game birds on a state-licensed**
Regulated Shooting Area. (See Other Licenses, pg. 54.) To hunt free-flying, captive-raised mallard ducks or wild waterfowl on a state-licensed Regulated Shooting Area a hunter must possess a Maryland hunting license, the printed validation showing proof of purchase the Maryland Migratory Game Bird Stamp, and a Federal Migratory Bird Hunting and Conservation Stamp or its proof of purchase (if over the age of 15).

- A Stationary Blind and Blind Site License is required to hunt from an offshore waterfowl blind or blind site in Maryland public waters (see Other Licenses pg. 54). For Maryland Offshore Waterfowl Hunting information see: dnr.maryland.gov/wildlife/Pages/hunt_trap/offshore_intro.aspx.

### Migratory Game Bird Seasons, Bag Limits, & Locations

There is no open season for gallinules, harlequin ducks, moorhens, or swans.

#### EARLY RESIDENT CANADA GOOSE EASTERN ZONE SEASON 2017

**Season Dates:**
- Sept. 1 – 15

The Eastern Zone season is open in these counties:
- Calvert
- Caroline
- Cecil
- Dorchester
- Harford
- Kent
- that part of Anne Arundel County east of Interstate 95, Interstate 70 and Route 3; and
- that part of Prince George’s County west of Route 3 and Route 301; and
- that part of Charles County east of Route 301.

#### EARLY RESIDENT CANADA GOOSE WESTERN ZONE SEASON 2017

**Season Dates:**
- Sept. 1 – 25

The Western Zone season is open in these counties:
- Allegany
- Baltimore
- Carroll
- Frederick
- Garrett
- Howard
- that part of Anne Arundel County west of Interstate 895, Interstate 97 and Route 3; and
- that part of Prince George’s County west of Route 3 and Route 301; and
- that part of Charles County west of Route 301.

#### MIGRATORY ATLANTIC POPULATION CANADA GOOSE SEASON 2017-2018

**Season Dates:**
- Nov. 18- Nov. 24, Dec. 15- Feb. 3

The Atlantic Population Hunt Zone includes these counties:
- Anne Arundel
- Baltimore
- Calvert
- Caroline
- Cecil
- Dorchester
- Harford
- Howard
- that portion of Carroll County east of Route 31 to the intersection of Route 97, and east of Route 97 to the Pennsylvania line; and
- that portion of Prince George’s County east of Route 3 and Route 301; and
- that portion of Charles County east of Route 301.

#### SEPTEMBER TEAL SEASON 2017

**Season Dates:**
- Sept. 16 – 30

The September Teal Season is open in these counties:
- Calvert
- Caroline
- Cecil
- Dorchester
- Harford
- Kent
- Queen Anne’s
- St. Mary’s
- Somerset
- Talbot
- Wicomico
- Worcester; and
- Washington;
- Montgomery
- Allegany
- Frederick
- Howard
- that portion of Charles County east of Interstate 895, Interstate 97 and Route 3; and
- that portion of Prince George’s County east of Route 3 and Route 301; and
- that portion of Charles County east of Route 301.

#### LATE RESIDENT CANADA GOOSE SEASON 2017-2018

**Late Resident Canada Goose Season Dates:**
- Nov. 18 - Nov. 24, Dec. 15 - Mar. 10

The Late Resident Goose Hunt Zone includes these counties:
- Allegany
- Frederick
- Garrett
- that portion of Carroll County west of Route 31 to the intersection of Route 97, and west of Route 97 to the Pennsylvania line; and
- that portion of Prince George’s County west of Route 3 and Route 301; and
- that portion of Charles County west of Route 301.

**Late Resident Bag Limits and Rules:**
- The daily bag limit is five (5) geese (in the Late Resident Goose Hunt Zone) and the possession limit is 15.
- The bag limit may include Canada goose, cackling goose, and white-fronted goose.
- Shooting hours for this season and zone are from one-half hour before sunrise to sunset.

**Migratory Canada Goose, Atlantic Population (AP) and Resident Canada Goose have different hunting zones.**

**Late Resident Bag Limits and Rules:**
- The daily bag limit is eight (8) geese and the possession limit is 24.
- Shooting hours are from one-half hour before sunrise to one half hour after sunset for both zones.
- Shotguns capable of holding more than three shells may be used to take resident Canada goose during the September seasons only.

- shooting hours for this season and zone are from one-half hour before sunrise to sunset.

**Migratory (AP) Canada Goose Season Dates:**
- Nov. 18- Nov. 24, Dec. 15- Feb. 3

The Migratory (AP) Canada Goose Hunt Zone includes:
- Kent
- Queen Anne’s
- Somerset
- St. Mary’s
- Talbot
- Wicomico
- Worcester; and
- Maryland hunting license, the printed validation showing proof of purchase the Maryland Migratory Game Bird Stamp, and a Federal Migratory Bird Hunting and Conservation Stamp or its proof of purchase (if over the age of 15).

**Late Resident Goose Season Dates:**
- Nov. 18 - Nov. 24, Dec. 15 - Mar. 10

The Late Resident Goose Hunt Zone includes these counties:
- Allegany
- Frederick
- Garrett
- that portion of Carroll County west of Route 31 to the intersection of Route 97, and west of Route 97 to the Pennsylvania line; and
- that portion of Prince George’s County west of Route 3 and Route 301; and
- that portion of Charles County west of Route 301.

**Late Resident Bag Limits and Rules:**
- The daily bag limit is five (5) geese (in the Late Resident Goose Hunt Zone) and the possession limit is 15.
- The bag limit may include Canada goose, cackling goose, and white-fronted goose.
- Shooting hours for this season and zone are from one-half hour before sunrise to sunset.

**Migratory Canada Goose, Atlantic Population (AP) and Resident Canada Goose have different hunting zones.**

**Late Resident Bag Limits and Rules:**
- The daily bag limit is eight (8) geese and the possession limit is 24.
- Shooting hours are from one-half hour before sunrise to one half hour after sunset for both zones.
- Shotguns capable of holding more than three shells may be used to take resident Canada goose during the September seasons only.

**Migratory (AP) Canada Goose Season Dates:**
- Nov. 18- Nov. 24, Dec. 15- Feb. 3

The Migratory (AP) Canada Goose Hunt Zone includes:
- Kent
- Queen Anne’s
- Somerset
- St. Mary’s
- Talbot
- Wicomico
- Worcester; and
- Maryland hunting license, the printed validation showing proof of purchase the Maryland Migratory Game Bird Stamp, and a Federal Migratory Bird Hunting and Conservation Stamp or its proof of purchase (if over the age of 15).

**Regulated Shooting Area. (See Other Licenses, pg. 54.) To hunt free-flying, captive-raised mallard ducks or wild waterfowl on a state-licensed Regulated Shooting Area a hunter must possess a Maryland hunting license, the printed validation showing proof of purchase the Maryland Migratory Game Bird Stamp, and a Federal Migratory Bird Hunting and Conservation Stamp or its proof of purchase (if over the age of 15).**

- A Stationary Blind and Blind Site License is required to hunt from an offshore waterfowl blind or blind site in Maryland public waters (see Other Licenses pg. 54). For Maryland Offshore Waterfowl Hunting information see: dnr.maryland.gov/wildlife/Pages/hunt_trap/offshore_intro.aspx.
• Shooting hours are one-half hour before sunrise to sunset for September Teal Season.

**YOUTH WATERFOWL HUNTING DAYS 2017-2018**

**Youth Waterfowl Hunting Days:**
• Nov. 4, 2017 & Feb. 10, 2018

Youth Waterfowl Hunting Days are for hunters age 16 or younger only.

To hunt during these days:
• Youth must have a Hunting License or be exempt from the license requirement. (See Who May Hunt Without a License, pg. 56.)
• Youth hunters must possess the printed validation showing proof of purchase of the Maryland Migratory Game Bird Stamp and HIP certification.
• A Federal Migratory Bird Hunting and Conservation Stamp is not required of those 15 and younger. This stamp is required of those who are 16 years old.
• Youth hunters hunting on these days must be accompanied in the field by an individual who:
  » is 21 years old or older;
  » possesses a valid Maryland hunting license (an Apprentice Hunting License does not meet this requirement), or is exempt from hunting license requirements;
  » is unarmed;
  » is not participating in other waterfowl seasons that are open on the youth days; and
  » may call waterfowl, assist with decoys, and retrieve downed birds.

**Youth Waterfowl Days Bag Limits and Rules:**
The daily bag limit for each Youth Waterfowl Hunting Day is:
• 6 ducks, no more than:
  » 5 sea ducks (no more than 4 scoters, 4 long-tailed ducks, or 4 eiders)
  » 4 mallards (only 2 can be hens)
  » 3 wood ducks
  » 2 scaup
  » 2 redheads
  » 1 pintail
  » 2 hooded mergansers
  » 2 canvasback
  » 2 black ducks
  » 1 fulvous tree duck
  » 1 mottled duck
• 2 Canada geese in the Atlantic Population Goose Hunt Zone or
• 5 Canada geese in the Late Resident Goose Hunt Zone
• 2 brant
• 25 light geese
• 15 coots
• Shooting hours are one-half hour before sunrise to sunset for Youth Waterfowl Hunting Days.

**REGULAR DUCK SEASON 2017-2018 (INCLUDING COOTS)**

**Statewide Season Dates:**
• Oct. 14 – Oct. 21, Nov. 11- Nov. 24, Dec. 12- Jan. 27

**Statewide Seasons Dates for Black Duck**
• Nov. 11- Nov. 24, Dec. 12- Jan. 27

Black ducks may only be taken during the Black Duck Season.

**Duck Season Daily Bag Limits and Rules:**
• 6 ducks, no more than:
  » 4 mallards (only 2 can be hens)

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**Wild Wings Hunting Preserve**

**Hunting Season**

Sep 1 - Mar 31
Sunday Hunting Available

**Birds Available:**
Chukar, Quail, Pheasant & Hungarian Partridge

Come try our wooded hunts. We can provide whatever species of bird you prefer. Or try all four!

Lunch & dinner provided with each hunt. You may bring your own dogs if you choose.

Donald Calhoun, owner
801 Trap Run Rd, Friendsville, MD
301-746-4004 • 304-551-4142

[The most up-to-date regulations online.](http://dnr.maryland.gov)
Sea Duck Zone Season Dates:
- Nov. 4-Jan. 12

Sea ducks may only be taken in the Special Sea Duck Zone during the Sea Duck Season. Outside of the Special Sea Duck Zone, sea ducks may be taken as part of the regular duck bag limit when the Regular Duck Season is open.

Sea Duck Zone Bag Limits and Rules:
- The daily bag limit is 5 for sea ducks in the Special Sea Duck Zone and may include no more than 4 long-tailed ducks, 4 scoters, or 4 eiders.
- The possession limit is 15 for sea ducks taken in the Special Sea Duck Zone including no more than 12 scoters.
- For more information on the Special Sea Duck Zone see: dnr.maryland.gov/wildlife/Pages/hunt_trap/seaducks.aspx

Statewide Season Dates:
- Nov. 8-Nov. 24, Dec. 11-Jan. 31

There is no open season for harlequin ducks.

The possession limit is three times the daily bag limit.

Shooting hours for all duck and coot seasons are from one-half hour before sunrise to sunset.

In addition to the duck bag limit hunters may take 15 coots per day.

BRANT SEASON 2017-2018

Statewide Season Dates:
- Nov. 8 - Nov. 24, Dec. 11 - Jan. 31

- The daily bag limit is two (2) brant and the possession limit is six (6).
- Shooting hours are from one-half hour before sunrise to sunset.

LIGHT GOOSE SEASON 2017-2018

Statewide Season Dates:
- Oct. 2 - Nov. 24, Dec. 11 - Feb. 3 & Feb. 10

Statewide Season Bag Limits and Rules:
- A Maryland hunting license (or resident Delaware hunting license) is required to hunt light geese in Maryland during the Light Goose Season. (See Maryland Hunting Licenses pgs. 54-57.)
- The daily bag limit is 25 light geese and there is no possession limit.
- The bag limit may include greater snow geese, lesser snow geese, and Ross’s geese.
- Shooting hours are from one-half hour before sunrise to sunset for the light goose hunting season.

LIGHT GOOSE CONSERVATION ORDER SEASON 2017-2018

Conservation Order Season Dates:
- Nov. 27 - Dec. 9, Feb. 5 - Feb. 9, Feb. 10
- Oct. 2 - Nov. 24, Dec. 11 - Feb. 3 & Feb. 10

Hunters may take greater snow geese, lesser snow geese, and Ross’s geese.

Shooting hours are from one-half hour before sunrise to one half hour after sunset during the Light Goose Conservation Order Season.

Shotguns capable of holding more than three shells and electronic calls of light geese may be used during the Light Goose Conservation Order Season.

MOURNING DOVE SEASON 2017-2018

Statewide Season Dates:

Statewide Bag Limits and Rules:
- The daily bag limit is 15 for doves. The possession limit for doves is 45.
- Shooting hours for the Sept. 1-Oct. 14 dove season segment are 12 noon to sunset. For season dates after Oct. 14 the hours are one-half hour before sunrise to sunset.

WOODCOCK SEASON 2017-2018

Statewide Season Dates:
- Oct. 27 - Nov. 12 - Jan. 27
Statewide Bag Limits and Rules:
• The daily bag limit is three (3) woodcock and the possession limit is nine (9).
• Shooting hours are one-half hour before sunrise to sunset for woodcock.

RAIL SEASON 2017

Statewide Season Dates:
• Sept. 1 - Nov. 9

Statewide Bag Limits and Rules:
• Clapper and King Rails: The daily bag limit is 10 (with no more than one (1) king rail). The possession limit is 30 clapper and king rails (with no more than three (3) king rails).
• Sora and Virginia Rails: The daily bag limit is 25 and the possession limit for these rails is 75.
• Shooting hours are one-half hour before sunrise to sunset for rails.

COMMON SNIPE SEASON 2017-2018

Statewide Season Dates:
• Sept. 26 - Nov. 24, Dec. 12 - Jan. 27

Statewide Bag Limits and Rules:
• The daily bag limit is eight (8) common snipe and the possession limit is 24.
• Shooting hours are one-half hour before sunrise to sunset for common snipe.

EXTENDED FALCONRY SEASONS 2017-2018

• Hunting with birds of prey (here referred to as Falconry) is permitted one half hour before sunrise to sunset, Monday through Saturday. No Sundays are open to hunt migratory birds.
• A valid hunting license, migratory game bird stamps and a Falconry Permit are required to hunt migratory game birds with birds of prey.
• A bird of prey may be used to hunt migratory game birds during any open season.
• In addition to the regular open seasons, the Extended Falconry Season dates are as follows for hunting migratory game birds:
  » Mourning Doves: Jan. 8 – Jan. 24
  » Rails: Nov. 10 – Dec. 16
  » Woodcock: Oct. 1 – Oct. 30, Feb. 7 – Mar. 10
  » Ducks: Feb. 2 – Mar. 10
  » Brant: Feb. 1 – Mar. 10
  » Light Geese: Feb. 27 – Mar. 10
• Bag limits for each species is three (3) per day, with a possession limit of nine (9).
Migratory Game Bird Hunting Rules & Regulations

(For brant, coots, doves, ducks, geese, rails, snipe, and woodcock.)

• Fluorescent orange clothing is not required to hunt migratory game birds except woodcock. (See Fluorescent Orange Clothing Requirements and Exceptions, pg. 53.)

• The daily bag limit is the maximum number of migratory game birds of a single species or combination (aggregate) of species permitted to be taken by one person in any one day during the open season.

• The field possession limit is the one daily bag limit that you may possess while in the field or returning from the field to your vehicle, hunting camp, or personal abode.

• The possession limit is the maximum number of migratory game birds of a single species or combination of species permitted to be possessed by any one person.

• A person may not kill or wound any migratory game bird without making a reasonable effort to retrieve the bird, and include it in the daily bag limit.

• Wounded birds reduced to possession shall immediately be killed and included in your daily bag limit.

• It is unlawful to hunt migratory game birds at any place or in the area where tame or captive live ducks, geese (such as Muscovy ducks, Egyptian geese, etc.) may be considered live decoys if they do not exhibit the natural wariness of man associated with a wild bird.

• It is unlawful to construct, or cause to be constructed, permanent hunting blinds or tree stands, and to leave waterfowl decoys set overnight on lands owned or controlled by DNR.

• It is unlawful to hunt wild migratory game birds on Sunday.

• It is illegal to bait waterfowl from or with the aid or use of a motor vehicle or any other motor-driven land conveyance or any aircraft.

• It is illegal to take migratory game birds with traps, snares, nets, rifles, air guns shooting bullets, pistols, swivel guns, fish hooks, poisons, drugs, explosives, or stupefying substances.

• It is illegal to use common reed (i.e., Phragmites) in any manner for the construction of hunting blinds on lands owned or controlled by DNR.

• It is against the law to猎 migratory birds and hunt them by placing a lure or enticement such as corn, wheat, salt, or other feed.

• An area is considered by law to be haunted for 10 days after removal of the bait.

• Migratory game birds may not be hunted over any area where seed has been top sown or broadcast on top of the soil leaving the seed available to feeding birds. Before hunting can occur on areas where seeds or small grains have been top sown or broadcast as a normal agricultural practice, all seed must have either germinated, or the seed must be covered with soil, or completely removed by other means at least 10 days before hunting.

• Doves may be hunted in areas where seed-producing plants such as corn, sunflowers, wheat, and other small grains are manipulated (mowed, knocked down, burned) to attract doves for hunting. In this instance, the 10-day rule does not apply.

• It is unlawful to construct hunting blinds on lands owned or controlled by DNR, except with written permission from DNR.

• It is unlawful to ship tagged migratory game birds to a migratory bird processing facility.

• To ship tagged migratory game birds the package must be conspicuously marked on the outside with the name and address of the person sending the birds, name and address of the person to whom the birds are being sent, and number of birds by species contained in the package.

• It is illegal to take migratory game birds with traps, snares, nets, rifles, air guns shooting bullets, pistols, swivel guns, fish hooks, poisons, drugs, explosives, or stupefying substances.

• It is against the law to bait migratory game birds and hunt them by placing a lure or enticement such as corn, wheat, salt, or other feed.

• An area is considered by law to be haunted for 10 days after removal of the bait.

• Migratory game birds may not be hunted over any area where seed has been top sown or broadcast on top of the soil leaving the seed available to feeding birds. Before hunting can occur on areas where seeds or small grains have been top sown or broadcast as a normal agricultural practice, all seed must have either germinated, or the seed must be covered with soil, or completely removed by other means at least 10 days before hunting.

• Doves may be hunted in areas where seed-producing plants such as corn, sunflowers, wheat, and other small grains are manipulated (mowed, knocked down, burned) to attract doves for hunting. In this instance, the 10-day rule does not apply.

• It is unlawful to hunt waterfowl on an area where tame or captive live ducks, geese, or swans (live decoys) are present unless the birds are, and have been for a period of 10 consecutive days before hunting, removed from the area or confined within an enclosure which substantially reduces the audibility of their calls and totally conceals the birds from the sight of wild migratory waterfowl.

• Live decoys may include but are not limited to the following:
  » captive-raised and domestic waterfowl that have been released that do not exhibit the natural wariness of man associated with a wild bird.
  » waterfowl that do not leave the area when hands are clapped and/or a shotgun is discharged.
  » wounded waterfowl that have gone un-retrieved.
  » waterfowl whose wings are either pinioned or whose outer primary feathers have been cut or removed to render flight impossible.
  » captive-raised domestic ducks and geese (such as Muscovy ducks, Egyptian geese, etc.) may be considered live decoys if they do not exhibit the natural wariness of man associated with a wild bird.

• It is unlawful to sell taxidermy-mounted migratory game birds for use as decoys.

• It is illegal to use common reed (i.e., Phragmites) in any manner for the construction of hunting blinds on lands owned or controlled by DNR.

• It is against the law to construct, or cause to be constructed, permanent hunting blinds or tree stands, and to leave waterfowl decoys set overnight on lands owned or controlled by DNR, except with written permission from DNR.

• It is unlawful to ship tagged migratory game birds to a migratory bird processing facility.

• To ship tagged migratory game birds the package must be conspicuously marked on the outside with the name and address of the person sending the birds, name and address of the person to whom the birds are being sent, and number of birds by species contained in the package.

• It is illegal to take migratory game birds with traps, snares, nets, rifles, air guns shooting bullets, pistols, swivel guns, fish hooks, poisons, drugs, explosives, or stupefying substances.

• It is against the law to bait migratory game birds and hunt them by placing a lure or enticement such as corn, wheat, salt, or other feed.

• An area is considered by law to be haunted for 10 days after removal of the bait.

• Migratory game birds may not be hunted over any area where seed has been top sown or broadcast on top of the soil leaving the seed available to feeding birds. Before hunting can occur on areas where seeds or small grains have been top sown or broadcast as a normal agricultural practice, all seed must have either germinated, or the seed must be covered with soil, or completely removed by other means at least 10 days before hunting.

• Doves may be hunted in areas where seed-producing plants such as corn, sunflowers, wheat, and other small grains are manipulated (mowed, knocked down, burned) to attract doves for hunting. In this instance, the 10-day rule does not apply.

• It is unlawful to hunt waterfowl on an area where tame or captive live ducks, geese, or swans (live decoys) are present unless the birds are, and have been for a period of 10 consecutive days before hunting, removed from the area or confined within an enclosure which substantially reduces the audibility of their calls and totally conceals the birds from the sight of wild migratory waterfowl.

• Live decoys may include but are not limited to the following:
  » captive-raised and domestic waterfowl that have been released that do not exhibit the natural wariness of man associated with a wild bird.
  » waterfowl that do not leave the area when hands are clapped and/or a shotgun is discharged.
  » wounded waterfowl that have gone un-retrieved.
  » waterfowl whose wings are either pinioned or whose outer primary feathers have been cut or removed to render flight impossible.
  » captive-raised domestic ducks and geese (such as Muscovy ducks, Egyptian geese, etc.) may be considered live decoys if they do not exhibit the natural wariness of man associated with a wild bird.
Migratory Game Bird Hunting Devices & Regulations

(For brant, coots, doves, ducks, geese, rails, snipe, and woodcock.)

• It is unlawful to have a loaded air gun or firearm in, on, or leaning against any vehicle. This includes ammunition in the magazine or a muzzleloader ready to fire.

• It is unlawful to hunt with an automatic firearm capable of firing a series of shots with one continuous pull of the trigger.

• Only shotguns and some archery equipment may be used to hunt migratory game birds.

• It is unlawful to shoot on, from or across any public road.

• A cocked crossbow without a bolt or arrow in the firing position is considered to be unloaded.

• It is against the law to shoot on, from or across any public road.

• It is unlawful to shoot at wildlife within 150 yards of an occupied building or camp without permission of the owner or occupant. For archery hunters this distance is 100 yards in Anne Arundel County and 50 yards in Calvert, Carroll, Frederick, and St. Mary’s counties. In Harford and Montgomery counties, the distance for archery hunters is now 50 yards, however, archers must use a tree stand when hunting between 50 and 100 yards of an occupied dwelling or other building.

• It is unlawful to discharge a firearm within 300 yards of a public or nonpublic school while hunting. This prohibition only applies during school hours or when the building is occupied. This safety zone does not apply to colleges, universities, or home schools.

Shotguns

• Only shotguns that are 10-gauge or smaller may be used to hunt migratory game birds.

• Shotguns capable of holding more than three (3) shells must be plugged with a one-piece filler which is incapable of removal without disassembling the shotgun with these exceptions:
  » when hunting resident Canada geese during the September Seasons.
  » when hunting light geese during the Light Goose Conservation Order Season.

• Muzzleloading shotguns may be used to hunt all migratory game birds.

• It is illegal to take brant, coots, ducks, geese, rails, and snipe with lead shot and to possess lead shot while hunting them. This restriction includes muzzleloading shotguns and taking captive-raised mallards on licensed Regulated Shooting Areas.

• Nontoxic shot (as determined by the U.S. Fish & Wildlife Service) must be used when hunting brant, coots, ducks, geese, rails, and snipe. See the USFWS website at (fws.gov/birds/bird-enthusiasts/hunting/nontoxic.php) for current information on nontoxic shot.

• Nontoxic shot larger than No. T (.20 inches in diameter) may not be used to hunt brant, coots, ducks, geese, rails, and snipe.

• Hunters may not use or possess shotgun slugs, sabots, or pumpkin balls while hunting brant, coots, ducks, geese, rails, and snipe.

• Doves and woodcock may be taken with lead shot.

Archery Equipment

• Vertical bows may be used to hunt migratory game birds.

• Draw locking devices on vertical bows are not permitted when hunting ducks, geese, coots, and brant.

• Crossbows may not be used to hunt brant, coots, ducks, and geese.

• Crossbows may be used to hunt doves, rails, snipe, and woodcock.

• The use of poisoned or explosive tipped arrows or bolts is not permitted.

Air Guns

• Air guns may not be used to hunt migratory birds, except air guns that shoot an arrow or bolt may be used to hunt doves and woodcock.

REPORT YOUR BIRD BANDS ONLINE: WWW.REPORTBAND.GOV

Each year state and federal biologists mark tens of thousands of migratory birds with numbered leg bands. Hunters who report bands recovered from harvested birds receive specific information on when and where the bird was banded while providing important information for migratory bird management. The 1-800 telephone number for reporting bird bands will be discontinued soon. Hunters who recover a banded migratory bird should now use www.reportband.gov. Anyone reporting a band will need the following information: the band number, hunters name and address, and the date and location (nearest town) of the harvest.

POTOMAC RIVER BOATING REGULATIONS

A person aboard a vessel, raft or tube must WEAR a U.S. Coast Guard Approved Type I, II, III or V personal flotation device at all times while underway on the upper Potomac River (up-river from the Little Falls Dam) and its tributaries during the period beginning at 12:01 a.m. each November 15 and ending at 12 midnight each succeeding May 15. From May 15 through November 15 all persons aboard a vessel are required to have a Type I, II, III, or V personal flotation device on board and readily available. In addition to the above PFD requirement, a Type IV throwable device is required on all vessels 16 feet and longer.
General Black Bear Hunting Rules

- A hunter must carry personal photo identification (such as a driver’s license) or a secondary form of positive identification while hunting.
- Written permission is required to hunt on private land.
- A hunting license is required to hunt black bear in Maryland (with exceptions). See Maryland Hunting Licenses (pgs. 54-57) for requirements, types, costs, exceptions, purchasing, and Armed Forces information.
- A Black Bear Hunting Permit is required to hunt black bear in Maryland. The bear hunting permit is only available through the Maryland Black Bear Lottery process as follows:
  - The 2017 Maryland Black Bear Lottery will be open to receive applications Monday, July 17th through Thursday, August 31st.
  - Hunters will be able to apply through their DNR COMPASS account at compass.dnr.maryland.gov or by telephone at 1-855-855-3906.
  - Each applicant must pay a $15 non-refundable application fee and may only enter once.
  - Applicants must comply with the Hunter Education and Safety Requirement (pg. 54).
  - The random lottery drawing will be held on Tuesday, September 5, 2017.
- DNR will issue a limited number of Bear Hunting Permits that will be valid anywhere in Allegany, Frederick, Garrett, and Washington counties.
- Each successful applicant (permittee) may designate up to two sub-permittees who will be allowed to participate in every aspect of the hunt.

Preference Point System for the Bear Hunting Permit

- Preference points provide additional entries in future drawings.
- Applicants receive one additional entry in the drawing for each year they have been a concurrent applicant.
- Applicants must apply each year to retain preference points. Skipping a year will forfeit all preference points.
- All preference points will be forfeited upon receiving a Bear Hunting Permit.
- An applicant that gives up a Bear Hunting Permit loses all preference points.
- Applicants will not forfeit preference points by participating in the hunt as a subpermittee.

BLACK BEAR SEASON, 2017

Bear Season Dates:
- Oct. 23 – Oct. 26
- Black Bear hunting season is open in Allegany, Frederick, Garrett, and Washington counties only.

Bear Bag Limits and Hours:
- Only one black bear may be harvested by a permittee/subpermittee hunting team for the season.
- Only one black bear may be harvested per person for the season.
- Black bear shooting hours are one-half hour before sunrise to one-half hour after sunset.

Black Bear Hunting Regulations

- Only a member of a bear hunting team may carry a firearm, air gun, or bow while tracking a wounded bear.
- A retrieved black bear shall count towards the bag limit of the hunter who first killed or wounded the bear.
- Dogs cannot be used to hunt bear except trained tracking dogs may be used to find a dead or wounded bear. The dog handler must maintain physical control of the tracking dogs at all times and only the hunter may carry a firearm, air gun, or bow while tracking the bear. Landowner permission must be obtained before tracking with dogs. Prior to tracking the bear, the hunter must notify the Natural Resources Police at 301-777-7771 with the following information:
  - the name, address, telephone number, and hunting license number of the hunter and dog handler;
  - the general location of the wounded bear; and
  - the name of the landowner where the search will be conducted.
- Hunters may not sell parts of any bear that has been killed in Maryland.
- Bait, scent attractants, and electronic calls are prohibited for bear hunting and any potential bait must be removed at least ten days prior to bear hunting.
- It is not considered to be hunting with the aid of bait if a hunter AND any bear that a hunter shoots at are at least 150 yards from any bait placed for other species (e.g. corn placed to attract deer) that the hunter knows or should have known is present. Salt and mineral supplements are not considered as a source of bait for this species.
- Hunters may not chase or disturb any bear that has taken refuge in a den.
- All bear hunters and people assisting bear hunters must wear fluorescent orange. (See Fluorescent Orange Clothing Requirements and Exceptions pg. 53).
- A person that assists with the removal of a dead bear or escorts hunters into or out of a bear hunting area is not required to possess a bear hunting permit and must be unarmored.

Black Bear Tagging & Check-In Procedures

- A hunter killing a black bear shall attach a field tag to the carcass of the black bear before moving the carcass from the place of the kill.
- The field tag must include: hunter’s name, hunter’s DNRid, date of kill, time of kill, and the county of kill. Hunters may create their own field tag or use a Field Tag provided in the Maryland Guide to Hunting & Trapping.
- Proof of sex shall remain attached to all field dressed bear carcasses.
- The bear carcass may be quartered or separated into pieces to facilitate retrieval. However, the head and hide shall remain together and proof of sex shall remain attached to one hindquarter.
- The bear must be taken to an official bear checking station within 24 hours. Questions and requests concerning check-in may be referred to the Maryland Wildlife & Heritage Service at Mt. Nebo WMA at 301-334-4255.
- The field tag will be exchanged for a black bear possession tag which will be securely attached to the carcass.
- Successful black bear hunters shall forfeit any biological data or specimens necessary to properly manage this species.

Black Bear Hunting Devices & Regulations

- Telescopic and laser sights may be used on all devices legal for hunting bear.
- It is unlawful to have a loaded firearm in, on, or leaning against any vehicle. This includes ammunition in the magazine or a muzzleloader ready to fire.
- Firearms used for bear hunting may only shoot one all-lead, lead alloy, or copper
soft-nosed or expanding bullet or ball. Sabots are permitted.
• It is **illegal to shoot on, from or across any public road.**
• It is against the law to hunt, trap, or shoot at wildlife within 150 yards of an occupied building or camp without permission of the owner or occupant. For archery hunters this distance is 50 yards in Frederick county.
• It is unlawful to **discharge a firearm within 300 yards** of a public or nonpublic school while hunting. This prohibition only applies during school hours or when the building is occupied. This safety zone does not apply to colleges, universities, or home schools.

**Rifle Regulations**
• Breech loading rifles used for bear hunting must use ammunition developing a **muzzle energy** of at least 1,200 foot-pounds. Consult ammunition guides for ballistics information.

**Shotgun Regulations**
• The shotguns referred to here are loaded **from the breech** of the barrel and use shells.
• Shotguns used for bear hunting must be 28 gauge or larger.
• Shotgun ammunition used for bear hunting must shoot a **single solid projectile.**

**Handgun Regulations**
• The handguns referred to here are loaded **from the breech** of the barrel or rear of the cylinder and use cartridges.
• Handguns used for bear hunting must have a **barrel length of six (6) inches or more** and use ammunition which produces a **muzzle energy** of 700 foot-pounds or more. Consult ammunition guides for ballistics information.

**Muzzleloader Regulations**
• Bear may be hunted with a **muzzleloading rifle, shotgun, or handgun** (both single shot and revolvers).
• To be considered a muzzleloader, a rifle, shotgun or handgun **must be loaded from the muzzle**, and a revolver must be loaded from the front of the cylinder.
• Flintlock, percussion cap, and inline ignition muzzleloaders are legal hunting devices for bear.
• Muzzleloading rifles or shotguns used for bear hunting **must be at least .40 caliber in size** and must use 60 grains of black powder or more (a black powder equivalent is acceptable) and propel one all-lead, lead alloy or copper soft-nosed or expanding bullet or ball at a single discharge.
• **Muzzleloading handguns used for bear hunting must** be at least .40 caliber with a barrel length of at least 6 inches and must use 40 grains of black powder or more (a black powder equivalent is acceptable) and propel one all-lead, lead alloy or copper soft-nosed or expanding bullet or ball at a single discharge.
• **Sabot loads are legal** for use in muzzleloaders used for bear hunting.
• **Muzzleloaders are considered unloaded** if the ignition system is disabled by removal of the cap, primer, battery, or primer powder.
• It is unlawful to have a loaded firearm in, on, or leaning against any vehicle. **This includes a muzzleloader ready to fire.**

**Vertical Bow Regulations**
• The **vertical bow** shall have a full draw and pull of 30 pounds or more for bear hunting.
• **Draw locking devices** are legal on all vertical bows for bear hunting.
• Vertical bow **release aids** are permitted.

**Crossbow Regulations**
• A **crossbow** used for bear hunting shall have a **draw of 75 pounds or more.**
• All crossbows should have a working safety.
• It is unlawful to have a loaded crossbow in, on or leaning against any vehicle.
• A cocked crossbow without a bolt or arrow in the firing position is considered to be unloaded.

**Regulations Pertaining to Both Vertical Bows and Crossbows**
• Arrows used for bear hunting **must have a sharpened broadhead** with metal points and a minimum width of 7/8 of an inch.
• The use of poisoned or explosive tipped arrows is **not permitted.**

**Air Gun Regulations**
• An air gun is defined as any gun that propels a projectile by means of non-ignited compressed air or other gas. Projectiles include bullets, arrows or bolts.
• Certain air guns may be used to hunt bear.
• To be legal for bear hunting an air gun must:
  » Shoot one .40 caliber or larger bullet or ball at a single discharge which generates at least 400 foot-pounds of muzzle energy; or
  » Shoot an arrow or bolt at least 18” in length with a minimum speed of 300 feet per second at release with a sharpened broadhead with metal points and a minimum width of 7/8 inch.
• The use of poisoned or explosive tipped arrows or bolts is not permitted.
• It is unlawful to have a loaded air gun in, on or leaning against a vehicle.
• An air gun with the projectile removed is considered to be unloaded.
Small Game Includes: Crows, Pheasant, Quail, Rabbits, Ruffed Grouse, and Squirrels

General Small Game Hunting Rules

The Delmarva fox squirrel and snow shoe hare may not be hunted in Maryland.

Daily small game shooting hours are one half hour before sunrise to one half hour after sunset.

- A hunter must carry personal photo identification (such as a driver’s license) or a secondary form of positive identification while hunting.
- Written permission is required to hunt on private land.
- A hunting license is required to hunt small game in Maryland (with exceptions). See Maryland Hunting Licenses (pgs. 54-57) for requirements, types, costs, exceptions, purchasing, and Armed Forces information.
- Fluorescent orange clothing is required to hunt small game in Maryland except crows. (See Fluorescent Orange Clothing Requirements and Exceptions pg. 53).
- The use of decoys, calls, and/or recordings may be used for crow hunting.
- The head, plumage, and feet shall remain attached to all pheasants to permit identification of species and sex while being transported from the place where killed to the place of final disposition. This does not pertain to captive-reared pheasants taken on Regulated Shooting Areas.
- It is against the law to hunt any animal other than deer on the first day of Deer Firearms Season, except sea ducks in the Sea Duck Zone.

Small Game Hunting Devices & Regulations

- Firearms, archery equipment, and air guns that shoot bullets, arrows, or bolts may be used to hunt small game.
- A shotgun may not hold more than three (3) shells in the magazine and chamber combined.
- Telescopic and laser sights may be used on all devices legal for hunting small game.
- It is illegal to have a loaded air gun or firearm in, on, or leaning against any vehicle. This includes ammunition in the magazine or a muzzleloader ready to fire.
- All crossbows should have a working safety.
- It is unlawful to have a loaded crossbow in, on or leaning against any vehicle. A cocked crossbow without a bolt or arrow in the firing position is considered to be unloaded.
- It is illegal to shoot on, from or across any public road.
- It is illegal to hunt, trap or shoot at wildlife within 150 yards of an occupied building or camp without permission of the owner or occupant. For archery hunters this distance is 100 yards in Anne Arundel County and 50 yards in Calvert, Carroll, Frederick, and St. Mary’s counties. In Harford and Montgomery counties, the distance for archery hunters is now 50 yards, however, archers must use a tree stand when hunting between 50 and 100 yards of an occupied dwelling or other building.
- It is against the law to discharge a firearm within 300 yards of a public or nonpublic school while hunting. This prohibition only applies during school hours or when the building is occupied. This safety zone does not apply to colleges, universities, or home schools.
- It is unlawful to cast the rays of an artificial light from a vehicle on woods, fields, orchards, livestock, wild mammals or birds, dwellings or buildings. (See General Hunting Regulations for exceptions pg. 53.)

Hastings
Replacement Shotgun Barrels
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Deer Love Sugarbeets!
### SMALL GAME SEASONS, BAG LIMITS, LOCATIONS 2017-2018

<table>
<thead>
<tr>
<th>SPECIES</th>
<th>OPEN SEASON</th>
<th>LOCATION</th>
<th>BAG LIMIT</th>
<th>POSSESSION LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>EASTERN COTTONTAIL RABBIT</td>
<td>Nov. 4- Feb. 28</td>
<td>All counties</td>
<td>4 per day</td>
<td>8</td>
</tr>
<tr>
<td>SQUIRREL GRAY &amp; EASTERN FOX</td>
<td>Sept. 2- Feb. 28</td>
<td>All counties</td>
<td>6 per day</td>
<td>12</td>
</tr>
<tr>
<td>SQUIRREL RED OR PINEY</td>
<td>Sept. 2- Feb. 28</td>
<td>All counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>DELMARVA FOX SQUIRREL</td>
<td>Closed Season</td>
<td>Allegany &amp; Garrett counties</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>QUAIL</td>
<td>Nov. 4- Dec. 15</td>
<td>Lands owned or managed by DNR</td>
<td>6 per day</td>
<td>12 in all counties and zones combined</td>
</tr>
<tr>
<td></td>
<td>Nov. 4- Feb. 15</td>
<td>excluding Allegany &amp; Garrett</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Nov. 4- Jan. 15</td>
<td>counties</td>
<td></td>
<td></td>
</tr>
<tr>
<td>RUFFED GROUSE</td>
<td>Oct. 7- Jan. 31</td>
<td>All counties</td>
<td>2 per day</td>
<td>4</td>
</tr>
<tr>
<td>PHEASANT</td>
<td>Nov. 4- Dec. 31</td>
<td>All counties</td>
<td>1 per day- male only</td>
<td>2- males only</td>
</tr>
<tr>
<td>CROW</td>
<td>Aug. 15- Mar. 15</td>
<td>All counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
</tbody>
</table>

**Sunday Hunting:** The following small game species may be hunted on all Sundays during the open season on private and designated public lands in Allegany, Garrett and Washington counties: eastern cottontail rabbits, gray squirrels, eastern fox squirrels, red squirrels, quail (Washington County only), ruffed grouse, pheasants.

Designated public lands open to Sunday hunting in Allegany, Garrett and Washington counties are ONLY: Billmeyer-Belle Grove WMA, Cunningham Swamp WMA, Dan’s Mountain WMA, Garrett SF, Green Ridge SF, Indian Springs WMA, Mount Nebo WMA, Potomac SF, Prather’s Neck WMA, Savage River SF, Sideling Hill WMA, Warrior Mountain WMA.

---

**S&M HUNTING LODGE INC.**
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General Information: 717-624-1161
Membership Information: 717-624-1161

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Furbearers include: Beaver, Bobcat, Coyote, Fisher, Gray Fox, Long-tailed Weasel, Mink, Muskrat, Nutria, Opossum, Raccoon, Red Fox, River Otter, and Skunk.

The bobcat may not be taken in Maryland.

**Nutria And Woodchuck**

The nutria and woodchuck (groundhog) are classified as “unprotected mammals.” As such:

- A hunting license is not required to hunt woodchucks and nutria except in Baltimore County.
- Woodchucks and nutria may be hunted throughout the year, including Sundays.
- Hunters must wear fluorescent orange while hunting woodchucks.
- All hunting devices legal for other game animals may be used to hunt woodchucks and nutria.

Daily furbearer shooting hours are one half hour before sunrise to one half hour after sunset (unless otherwise specified).

**General Furbearer Regulations**

- The furbearers that may be hunted and trapped in Maryland are:
  - coyote
  - fisher
  - gray fox
  - mink
  - nutria
  - river otter
  - skunk
  - The following species may only be trapped in Maryland:
    - beaver
    - long-tailed weasel
  - Destroying or disturbing furbearer dens is prohibited.
  - A permit is required to possess the meat or skinned carcass of a furbearer for more than 10 days after the season has closed. Permits can be obtained from the Maryland Natural Resources Police. (See pg. 6 for NRP addresses.)
  - The pelt or unskinned carcasses of all fisher and river otter harvested in Maryland must be tagged within 15 days after the season has closed. Fisher and otter pelt tags may be obtained by contacting local offices of either the Maryland Wildlife & Heritage Service or Natural Resources Police.
- Trappers are required to submit the whole, skinned carcass of any river otter harvested in Allegany and Garrett counties to the Maryland Wildlife & Heritage Service. Call 301-334-4255, Mt. Nebo WMA.
- The pelts or unskinned carcasses of furbearers harvested in Maryland that are transported across the state line must have a ‘Fur Shipping Tag’ accompanying them. These tags are available through the COMPASS portal at compass.dnr.maryland.gov or by contacting local offices of either the Maryland Wildlife & Heritage Service or Natural Resources Police.
- On those lands owned or controlled by DNR in Caroline, Dorchester, Somerset, Talbot, Wicomico, and Worcester counties; only leaseholders or their appointees can hunt or trap furbearers and nutria between November 15 and March 15.
- Fox Restrictions: Some counties have local restrictions governing fox hunting and trapping, and the possession of foxes and/or their pelts. For detailed information, contact local law enforcement authorities. The following regulations apply:
  - In Charles and Dorchester counties, a person may hunt and trap fox or possess the pelt of a fox any time of the year.
  - It is unlawful to kill a fox being pursued by dogs in Cecil, Harford, Kent, and Wicomico counties.
- It is unlawful to hunt, trap (see pg. 52 for trapping exceptions) or shoot at wildlife within 150 yards of an occupied building or camp without permission of the owner or occupant. For archery hunters this distance is 100 yards in Anne Arundel County and 50 yards in Calvert, Carroll, Frederick, and St. Mary’s counties. In Harford and Montgomery counties, the distance for archery hunters is now 50 yards, however, archers must use a tree stand when hunting between 50 and 100 yards of an occupied dwelling or other building.
- Fluorescent orange clothing is not required to hunt or trap furbearers.
- Hunting furbearers on Sunday is prohibited except for nutria and in Allegany, Garrett, and Washington counties. (See Furbearer Seasons, Bag Limits, Locations, and Resident Requirements pg. 49.)

**Furbearer Permit & Exceptions and Trapper Education Requirements**

**Furbearer Permit**

- A Furbearer Permit is required to hunt, chase, or trap any furbearer in Maryland.
- A Furbearer Permit is required of persons participating in the unarmed chasing of fox and raccoons and it is required of those Who May Hunt Without a License (pg. 56) to hunt, chase, or trap any furbearer.
### FURBEARER SEASONS, BAG LIMITS, LOCATIONS, AND RESIDENT REQUIREMENTS, 2017-2018

<table>
<thead>
<tr>
<th>SPECIES</th>
<th>OPEN SEASON</th>
<th>LOCATION</th>
<th>BAG LIMIT</th>
<th>POSSESSION LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>BEAVER — TRAPPING ONLY</td>
<td>Dec. 15- Mar. 15</td>
<td>All counties except Allegany &amp; Garrett</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>BEAVER — TRAPPING ONLY</td>
<td>Dec. 1- Mar. 15</td>
<td>Allegany &amp; Garrett counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>BOBCAT</td>
<td>Closed Season</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>COYOTE</td>
<td>Coyotes may be hunted year-round in all counties during <strong>daylight hours</strong> (one half hour before sunrise to one half hour after sunset)</td>
<td>No limit</td>
<td>No limit</td>
<td></td>
</tr>
<tr>
<td>COYOTE FIREARMS, ARCHERY &amp; AIRGUN HUNTING</td>
<td>Oct. 14 - Mar. 15</td>
<td>Coyotes may be hunted in all counties <strong>day &amp; night</strong></td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>COYOTE &amp; LONG-TAILED WEASEL TRAPPING</td>
<td>Nov. 15- Feb. 15</td>
<td>in that portion of the state east of the Chesapeake Bay and the Susquehanna River</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Nov. 1- Feb. 1</td>
<td>in that portion of the state west of the Chesapeake Bay and the Susquehanna River</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>FISHER</td>
<td>Nov. 1- Feb. 1</td>
<td>All counties</td>
<td>2 per day</td>
<td>2 per season</td>
</tr>
<tr>
<td>FOX (RED &amp; GRAY) TRAPPING, FIREARMS, ARCHERY &amp; AIRGUN HUNTING</td>
<td>Aug. 1- July 31</td>
<td>Charles &amp; Dorchester counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Nov. 15- Feb. 15</td>
<td>Caroline, Cecil, Kent, Queen Anne’s, Somerset, Talbot, Wicomico &amp; Worcester counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Nov. 1- Feb. 1</td>
<td>Allegany, Anne Arundel, Baltimore, Calvert, Carroll, Frederick, Garrett, Harford, Howard, Montgomery, Prince George’s, St. Mary’s &amp; Washington counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>MUSKRAT &amp; MINK TRAPPING ONLY</td>
<td>Nov. 15- Feb. 15</td>
<td>Allegany, Carroll, Frederick, Garrett, Howard &amp; Washington counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Jan. 1- Mar. 15</td>
<td>Anne Arundel, Calvert, Caroline, Charles, Dorchester, Montgomery, Prince George’s, St. Mary’s, Talbot &amp; Wicomico counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Dec. 15- Mar. 15</td>
<td>Baltimore, Cecil, Harford, Kent, Queen Anne’s, Somerset &amp; Worcester counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>NUTRIA</td>
<td>Aug. 1- July 31</td>
<td>All counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>RIVER OTTER — TRAPPING ONLY</td>
<td>Dec. 15- Mar. 15</td>
<td>All counties except Allegany, Carroll, Frederick, Garrett, Howard, Montgomery &amp; Washington</td>
<td>10 per day</td>
<td>10 per season</td>
</tr>
<tr>
<td></td>
<td>Dec. 15- Mar. 15</td>
<td>Carroll, Frederick, Howard, Montgomery &amp; Washington counties</td>
<td>2 per day</td>
<td>2 per season</td>
</tr>
<tr>
<td>RIVER OTTER — TRAPPING ONLY</td>
<td>Dec. 1- Mar. 15</td>
<td>Allegany and Garrett counties</td>
<td>1 per day</td>
<td>1 per season</td>
</tr>
<tr>
<td>RACCOON &amp; OPOSSUM CHASING - NO KILL</td>
<td>Aug. 1- Oct. 13</td>
<td>All counties</td>
<td>----</td>
<td>----</td>
</tr>
<tr>
<td>RACCOON &amp; OPOSSUM FIREARMS, ARCHERY, AIRGUN &amp; DOG HUNTING</td>
<td>Oct. 14 - Mar. 15</td>
<td>All counties (Sunset to Sunrise)</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>RACCOON, SKUNK &amp; OPOSSUM TRAPPING</td>
<td>Nov. 15- Mar. 15</td>
<td>in that portion of the state east of the Chesapeake Bay and the Susquehanna River</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Nov. 1- Mar. 15</td>
<td>in that portion of the state west of the Chesapeake Bay and the Susquehanna River</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>SKUNK — FIREARMS, ARCHERY &amp; AIRGUN HUNTING</td>
<td>Nov. 1- Mar. 15</td>
<td>All counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
</tbody>
</table>

**Sunday Hunting** - The following species may be hunted on all Sundays during the open season on private and designated public lands in Allegany, Garrett and Washington counties: coyotes, fishers, foxes, opossums, raccoons, skunks.

**Designated public lands** open to Sunday hunting in Allegany, Garrett and Washington counties are ONLY: Billmeyer-Belle Grove WMA, Cunningham Swamp WMA, Dar’s Mountain WMA, Garrett SF, Green Ridge SF, Indian Springs WMA, Mount Nebo WMA, Potomac SF, Frather’s Neck WMA, Savage River SF, Sideling Hill WMA, Warrior Mountain WMA.
• Any person can purchase the Individual Furbearer Permit.
• A representative of an association or group that chases or hunts furbearers may obtain the Group Furbearer Permit. Members or guests of an association or group with a Group Furbearer Permit are not required to have an Individual Furbearer Permit. A Group Furbearer Permit holder must submit a report to the DNR by September 1 following the end of each permit year.

Individual Furbearer Permit .................. $5.00
Group Furbearer Permit ..................... $10.00
(See Purchasing Your Maryland Hunting Licenses, Stamps and Permits, pg. 57.)

Furbearer Permit Exceptions
Those who are not required to have a Furbearer Permit are:
• A person who possesses a Wildlife Control Cooperater Permit and is engaging in the control of fur-bearing mammals in accordance with the terms and conditions of the permit.
• A landowner who possesses a Landowner Wildlife Damage Control Permit.
• A person who possesses an Apprentice Hunting License.
• A Furbearer Permit is also not required for:
  » a landowner to destroy a muskrat that is damaging an embankment or impoundment.
  » a landowner to hunt or trap a coyote, fox or skunk that is damaging or destroying the personal or real property of the landowner on their land.
  » the owner of a marsh or the owner’s employees to hunt any raccoon which destroys a muskrat or its home in a marsh area within the state.
  » a landowner or the landowner’s agent to set or use traps or similar devices at any time to trap raccoons or opossums which are damaging property.

Trapper Education Requirement
• Any person who traps or attempts to trap furbearers under the authority of a Furbearer Permit must first obtain a Certificate of Trapper Education from the DNR (or a designee of DNR).
• The Certificate is not required if the person possesses an apprentice hunting license or held a Furbearer Permit prior to August 1, 2007.
• Any similar certificate issued by another state is acceptable as complying with the educational requirements if the privileges are reciprocal for Maryland residents.
• For information about Trapper Education Courses, please contact the Maryland Natural Resources Police, Safety Education Section, 305 Marine Academy Drive, Suite 1, Stevensville, MD 21666, 410-643-8502 or visit: dnr.maryland.gov/nrp/Pages/trappered.aspx
• All trappers are encouraged to participate in a trapper education course. These courses are held statewide.

Furbearer Hunting & Chasing Regulations
• Firearms, air guns, and archery equipment may be used to hunt coyote, fisher, gray fox, nutria, opossum, raccoon, red fox, and skunk.
• A hunter pursuing these furbearers must possess a valid Furbearer Permit (see this page).
• It is illegal to shoot a beaver, muskrat, mink, river otter, or long-tailed weasel.
• Some counties have local restrictions governing fox hunting, trapping, and the possession of foxes and/or their pelts. For detailed information, contact local law enforcement authorities. The following regulations apply:
  » In Charles and Dorchester counties, a person may hunt and trap fox or possess the pelt of a fox any time of the year.
  » It is unlawful to kill a fox being pursued by dogs in Cecil, Harford, Kent, and Wicomico counties.
• An unarmed person participating in an organized fox chase may chase foxes on Sundays.
• Fox hunting with the aid of dogs is prohibited during the deer firearms season with the exception of unarmed fox chasing.
• Daytime and nighttime hunting for foxes is permitted during the legal harvest season for foxes.
• Coyotes can be hunted at night during the specified season. At all other times of the year, coyotes may only be hunted during daylight hours (one half hour before sunrise to one half hour after sunset).
• Raccoons that are destroying muskrats and/or their dens may be hunted any time of the year by owners of the affected marshlands or their employees.
• Legal hunting season hours for opossums and raccoons are at night, from sunset to sunrise.
• The use of artificial light and/or dogs is permitted while hunting coyotes, foxes, opossums, or raccoons on foot.
• Coyotes, fishers, foxes, opossums, raccoons, and skunks can be hunted with the aid of electronic calling devices.
• Telescopic and laser sights may be used on all devices legal for hunting furbearers.
• It is against the law to shoot on, from or across any public road.
• It is illegal to hunt or shoot at wildlife within 150 yards of an occupied building or camp without permission of the owner or occupant. For archery hunters this distance is 100 yards in Anne Arundel County and 50 yards in Calvert, Carroll, Frederick, and St. Mary’s
counties. In Harford and Montgomery counties, the distance for archery hunters is now 50 yards, however, archers must use a tree stand when hunting between 50 and 100 yards of an occupied dwelling or other building.

- It is unlawful to **discharge a firearm within 300 yards** of a public or nonpublic school while hunting. This prohibition only applies during school hours or when the building is occupied. This safety zone does not apply to colleges, universities, or home schools.

**Firearms**

Taking coyote, fisher, gray fox, nutria, opossum, raccoon, red fox, and skunk with firearms is subject to these regulations:

- A shotgun **may not** hold more than three (3) shells in the magazine and chamber combined.
- **Rifles and handguns** may be used. Full metal-jacketed, incendiary, or tracer bullets **may not be used**.
- **Muzzleloading** rifles, shotguns, and handguns may be used. To be considered a muzzleloader, a rifle, shotgun or handgun must be loaded from the muzzle, and a revolver must be loaded from the front of the cylinder. Muzzleloaders are considered unloaded if the ignition system is disabled by removal of the cap, primer, battery, or primer powder.
- It is illegal to have a loaded firearm in, on, or leaning against any vehicle. This includes ammunition in the magazine or a muzzleloader ready to fire.

**Archery Equipment**

Taking coyote, fisher, gray fox, nutria, opossum, raccoon, red fox, and skunk with archery equipment is subject to these regulations:

- **Vertical bows** may be used. Draw locking devices and release aids are legal for hunting these furbearers.
- **Crossbows** may be used. All crossbows should have a **working safety**.
- The use of poisoned or explosive tipped arrows or bolts **is not permitted**.
- It is illegal to have a loaded crossbow in, on or leaning against a vehicle.
- A cocked crossbow **without a bolt or arrow in the firing position is considered to be unloaded**.

**Air Guns**

- Air guns that shoot bullets, arrows or bolts may be used to take coyote, fisher, gray fox, nutria, opossum, raccoon, red fox and skunk.
- It is unlawful to have a loaded air gun in, on or leaning against a vehicle.
- An air gun with the projectile removed **is considered to be unloaded**.

**Unarmed Fox Chasing**

Unarmed fox chasing is not included in the statutory definition of hunting. However, it is subject to DNR regulations. Individuals participating in the unarmed chasing of fox must possess an **Individual Furbearer Permit** or be a part of an organized group that possesses a **Group Furbearer Permit**. (See pg. 50.) Additional permits may also be required to chase foxes on certain public lands. All activities on DNR owned and managed properties are subject to DNR public land regulations.
Furbearer Trapping Regulations

- It is unlawful to tamper with and remove the catch from any legally set trap.
- All individuals who trap furbearers must possess a Furbearer Permit (pg. 50) unless exempt from the requirement.
- Written permission is required to trap or hunt on another person’s property, including publicly owned properties.
- It is illegal to set or maintain any foothold, body-gripping, or snare trap within 150 yards of a permanent human residence with the following exceptions:
  » These traps can be used on state, federal or private wetlands.
  » These traps can be used on lands that qualify for agricultural assessment, timberlands and lands used for reforestation.
  » Body-gripping traps with a diameter of less than six (6) inches can be used when completely submerged in water.
  » In Harford and Howard counties: landowners and lessees of privately-owned land may use these traps on their property as long as they are not within 150 yards of another person’s permanent residence.
- Traps must be checked once per calendar day except those traps that are set in water or tidal marshes which must be checked once per two days.
- In tidal areas, landowners and their agents or lessees have exclusive rights to muskrats and other furbearers above the mean low water line.
- Any furbearer caught during the legal trapping season for that species may be released on site, but may not be transported from the point of capture unless it has been killed.
- Animals caught during the closed season for that species must be released on site.

Legal Trapping Devices

Body-gripping traps, box traps, foothold traps, and snares are legal trapping devices and are subject to compliance with the following restrictions and conditions:

Body-Gripping Traps

Body-gripping traps with a diameter of greater than eight (8) inches can be set when partially or totally submerged in water.

Body-gripping traps with a diameter of eight (8) inches or less can be set above ground in tidal wetlands, flooded non-tidal wetlands, fresh water marshes, wooded swamps, bogs in areas where water covers the surface of the soil, or in areas where the soil is waterlogged to the surface. In all other areas these traps may be set when partially or totally submerged in water.

Foothold (Leghold) Traps

The use of toothed or serrated jawed traps is prohibited. All traps must possess smooth jaws.

Traps set above the waterline must not exceed a maximum jaw spread of 5¾ inches. Traps set below the waterline and completely submerged cannot exceed a maximum jaw spread of 7¾ inches. (Jaw spread means the distance between the inside of both jaws, when measured across the trap jaws on a line perpendicular to a line drawn through the jaw pivot points when the trap is in the set position.)

In Anne Arundel, Baltimore, Howard, Montgomery and Prince George’s counties leghold traps cannot be set to capture furbearers unless completely submerged in water with the following exceptions:

- traps can be set above the waterline on farmland by the owner(s) of the property, members of owner(s) immediate family that reside on the property and the landowner(s) agent, tenant or lessee.
- traps can be set above the waterline in response to wildlife control concerns by authorized agents of the DNR, and according to guidelines established by the DNR.

Snare Traps

It is illegal to use, sell, possess, set, place or maintain a snare trap in Anne Arundel, Baltimore, Carroll, Cecil, Harford, Montgomery and Prince George’s counties.

Falconry Hunting

Falconry Regulations

- Hunting with birds of prey (here referred to as Falconry) is permitted one half hour before sunrise to one half hour after sunset, Sunday through Saturday except: Migratory game birds may not be hunted on Sunday.
- A valid hunting license and a Falconry Permit are required to hunt with birds of prey.
- A Maryland Migratory Game Bird Stamp, a valid hunting license and a Falconry Permit are required to hunt migratory game birds with birds of prey.
- Falconry Seasons for Migratory Game Birds are listed on page 42.
- The Falconry Season for squirrels (red, gray and eastern fox) is from September 1 to March 31.
- The Falconry Season for ruffed grouse is from October 1 to March 31.
- The Falconry Season for ring-necked pheasant (either sex), bobwhite quail, and cottontail rabbit is from November 1 to March 31.
- Hunters using birds of prey are required to follow the daily bag limits and possession limits set for those species being taken.
- Hunters using birds of prey are encouraged, but not required to wear fluorescent orange.
- Potential falconers should know the possession of birds of prey is closely regulated by federal and state law.

For more information, contact the Permits Coordinator for the Wildlife & Heritage Service at 301-478-2690.
Maryland Hunting Regulations

General Regulations
• A hunter must carry personal photo identification (such as a driver’s license) or a secondary form of positive identification while hunting.
• A hunting license holder is required to have a printed paper copy or electronic copy of their hunting license in their possession while hunting.
• It is unlawful to hunt any game bird or mammal while under the influence of alcohol or any narcotic drug.
• It is unlawful to hunt any animal other than deer on the first day of Deer Firearms Season, except sea ducks in the Sea Duck Zone.
• It is a violation of law to cast the rays of an artificial light from a vehicle on woods, fields, orchards, livestock, wild mammals or birds, dwellings or buildings. However, in Baltimore City, Montgomery and Prince George’s counties, a person may cast the rays of an artificial light from a vehicle for the sole purpose of observing or photographing wildlife until 9:00 p.m. A person may not have a hunting device in their possession while casting rays of an artificial light. Note: coyotes, foxes, opossums, or raccoons may be hunted on foot at nighttime during open season with the use of a dog and light.

Hunting on Private Property
Written permission is required from the property owner to hunt or trap on private property in all counties.

Liability
Any person hunting on private property shall be liable for any damage caused by that person to private property while hunting. The landowner may not be liable for accidental injury or damage to the hunter, whether or not the landowner or the landowner’s agent or lessee has given permission to hunt. For additional information regarding landowner liability in Maryland read Bulletin EB357 (Recreational Access and Landowner Liability in Maryland) at the University of Maryland Extension’s website (extension.umd.edu/learn/pubs/landowner-liability-and-recreational-access-eb-357).

Controlling Hunter Use of Private Property
Posting property boundaries in a conspicuous manner makes it illegal to trespass or for any person to enter without the landowner’s permission. Maryland law allows the use of blue paint stripes and/or signs to indicate private property boundaries. Vertical paint marks at least two inches in width and eight inches in length must be centered at least three feet, but no more than 6 feet, from the ground or water surface. The paint must be oil-based and bright blue.

Sunday Hunting
• A person who possesses a Falconry Permit may hunt specified game birds and mammals on Sundays during the open season. (pgs. 41 & 52.)
• An unarmed person participating in an organized fox chase may chase foxes on Sundays.
• Persons hunting on Regulated Shooting Areas may shoot captive raised game birds (except free-flying captive-raised waterfowl) on Sundays.
• Persons may hunt deer (pg. 18), turkeys (pg. 31), small game (pg. 47), and fur-bearers (pg. 49) on certain Sundays in certain areas.

State Owned Lands
• It is illegal to target shoot on state lands except in designated areas.
• It is a violation of law to construct or use permanent blinds or tree stands on state-owned or controlled properties, unless provided by the DNR. Tree stands and blinds are limited to those of a temporary nature which must be removed at the end of each day.
• It is unlawful to trap on state lands without written permission from the controlling agency.
• It is illegal to place bait for hunting on state lands.

Fluorescent Orange Clothing Requirements & Exceptions
Fluorescent orange (hunter orange) clothing promotes hunter safety because it is easy for other hunters to see outdoors. Except as noted in the exemptions below, a fluorescent orange outer garment or hat must be worn by all people who hunt any wildlife or accompany, aid, or assist a hunter in a field, marsh, wooded area, or on the water. Even those who are exempt from this requirement are encouraged to wear fluorescent orange when hunting.

Whenever hunting, both hunters and companions must wear either:
• a cap of solid fluorescent orange color worn as an outer garment on the head at all times;
• a vest or jacket containing back and front panels of at least 250 square inches of solid fluorescent orange color worn as an outer garment at all times; or
• an outer garment of camouflage fluorescent orange worn above the waist which contains at least 50% fluorescent orange color.

Persons required to wear fluorescent orange that hunt from a ground blind that has four sides, a top, and is placed 4 feet or less above the ground must display, on or within 25 feet of the blind, a cap of solid fluorescent orange color or a panel, band, strip, or garment containing at least 250 square inches (approximately 16” x 16”) of solid fluorescent orange color.

Be aware that:
• Children, spouses, and property owners (hunting on the owned property) are required to wear fluorescent orange.
• Those who hunt with archery equipment during the Junior Deer Hunting Days, Deer Firearms and Deer Muzzleloader Seasons are required to wear fluorescent orange.
• Deer archery hunters hunting in Allegany, Frederick, Garrett, and Washington counties during the open black bear season are required to wear fluorescent orange.

Those exempt from the requirement of wearing fluorescent orange are:
• except as noted above, a person who hunts deer during the Deer Archery Season.
• a person authorized by a Falconry Permit who hunts game birds or mammals using falcons, hawks or owls.
• a person who hunts or accompanies, aids, or assists another person hunting the following species:
  » brant  » geese
  » coot  » rails
  » crow  » snipe
  » dove  » wild turkey
  » ducks
  » furbearing mammals
### Maryland Hunting Licenses

Maryland Full Season Hunting Licenses are valid from the day they are issued through the next July 31. A hunting license year is August 1 through the next July 31.

Be aware that a hunting license holder is required to have a printed paper copy or electronic copy of their hunting license in their possession while hunting.

**NEW - An Apprentice Hunting License**

is now available for first time hunters. The Apprentice Hunting License is a one-time license available to both residents and non-residents who have never hunted before. Satisfactory completion of a short, online hunter safety course is required prior to purchasing the license and the apprentice hunter is required to hunt with a resident at least 18 years old who possesses a valid Maryland hunting license. The Maryland Natural Resources Police (NRP), Safety Education Section provides Hunter Education Courses (see below for addresses).

#### Hunter Education and Safety Requirement

To hunt or purchase a hunting license in Maryland, state law requires:

- Presentation of a Certificate of Competency in Firearms and Hunting Safety (required of all first time hunters), or
- Certification that you held a hunting license issued prior to July 1, 1977, or
- Certification that you hunted on private property prior to July 1, 1977, and were legally exempt from purchasing a hunting license, or
- Certification that you are purchasing a nonresident license and will only hunt waterfowl.

### Exceptions

Compliance with the Hunter Education and Safety Requirement does not apply to those who are hunting only waterfowl with a Nonresident 3-day Waterfowl and Small Game License (see below) and those shooting under a Regulated Shooting Area Hunting License who are not hunting wild or free flying captive-raised mallards. (See Regulated Shooting Area Hunting License, pg. 55.)

The Maryland Natural Resources Police (NRP), Safety Education Section provides the Hunter Education Course required to obtain the Certificate of Competency in Firearms and Hunter Safety. In addition to traditional classroom courses, an online course is available for those 13 and older that requires a mandatory one day Hunter Education Field Day Workshop.

Information about Hunter Education Courses, Boating Safety Education Courses, and Trapper Education is available from the Maryland Natural Resources Police Safety Education Section, 305 Marine Academy Drive, Suite 1, Stevensville, MD 21666, 410-643-8502, and by visiting the DNR website at dnr.maryland.gov/nrp/Pages/home.aspx.

Note: RESIDENT Junior Hunters (under 16 years of age) are entitled to a one-time FREE annual hunting license, Archery Stamp, and Muzzleloader Stamp upon successful completion of a Hunter Education Course. Please bring or fax the form provided by the course instructor to any DNR Licensing and Registration Service Center (pg. 6). A Maryland resident who completes a Hunter Education Course in another state may contact a DNR Service Center for the required application form.

### Full Season Hunting Licenses

A Full Season Hunting License allows a person to hunt all legal game birds and mammals that are in season. There are additional stamps or permits required for hunting deer, migratory game birds, furbearers, and bear. See each game section for its requirements.

**Resident Apprentice Hunting License** $10.00

For first-time Maryland resident hunters of any age who never held a Maryland hunting license.

**Nonresident Apprentice Hunting License** $20.00

For first-time non-resident hunters of any age who never held a Maryland hunting license.

A person may not purchase an Apprentice Hunting License if they have previously obtained any hunting license in Maryland.

Use of an Apprentice Hunting License requires the following:
- Successful completion of a short, online hunter safety course is required prior to purchasing this license.
- Appropriate stamps are needed to hunt migratory birds (pg. 37) and deer (an Archery Stamp pg. 20, a Muzzleloader Stamp pg. 21, and a bonus antlered deer stamp pg. 12).
- The apprentice hunter must be accompanied and directly supervised by a Maryland resident at least 18 years old who possesses a valid Maryland non-apprentice hunting license.
- The apprentice and mentor hunter must hunt in close proximity so that the mentor can take immediate control of the archery device or firearm.
- The apprentice hunter can hunt unaccompanied if the full hunter safety course was taken and a Certificate of Competency in Firearms and Hunting Safety was acquired.

**Resident Regular Hunting License** $24.50

- For Maryland residents age 16 to 64.

**Resident Junior Hunting License** $10.50

- For Maryland residents under 16 years of age. Written permission of parent or guardian is required.

**Resident Senior Hunting License** $5.00

- For Maryland residents age 65 and above. It may be purchased in the calendar year in which a resident attains the age 65.

**Senior Lifetime Consolidated License**

This license is no longer available for purchase. Persons who already hold this license are “grandfathered” and:
- do not need to purchase the Senior Hunting License, Archery, or Muzzleloader Stamps.
• must buy a Bonus Antlered Deer Stamp (to hunt a bonus antlered deer).
• must purchase a Maryland Migratory Game Bird Stamp (to hunt migratory game birds).
• must buy a DNR Managed Hunt Permit (where required).
• must purchase a Furbearer Permit (to hunt or chase furbearers).
• must obtain and use a free Big Game Harvest Record for deer and turkey hunting, available through the COMPASS portal at compass.dnr.maryland.gov/ OR any DNR Licensing and Registration Service Center (pg. 6) OR a DNR Sport License agent.

Nonresident Hunting License ........ $130.00
For hunters that are not Maryland residents and are age 16 to 64.

Nonresident Senior Hunting License ..................... $65.00
For hunters that are not Maryland residents and are age 65 or older. This license may be purchased in the calendar year in which a nonresident attains the age of 65.

Nonresident Junior Hunting License ................ $32.50
For hunters that are not Maryland residents and are under 16 years of age. Written permission of parent or guardian is required.

Other Hunting Licenses
Nonresident 3-Day Waterfowl and Small Game License ............... $45.00
• This license allows nonresidents of Maryland to hunt all legal game in season except deer, bear, and turkey for three (3) consecutive legal hunting days.
• A Maryland Migratory Game Bird Stamp is required to hunt migratory game birds with this license.
• A Federal Migratory Bird Hunting and Conservation Stamp is required to hunt waterfowl and coots with this license.
• A Furbearer Permit is required to hunt, chase, or trap furbearers with a Nonresident 3-Day Waterfowl and Small Game License.
• The Hunter Education and Safety Requirement does not apply to hunting only wild waterfowl with this license.

Nonresident Senior Hunting License ........ $65.00
For hunters that are not Maryland residents and are age 65 or older. This license may be purchased in the calendar year in which a nonresident attains the age of 65.

Nonresident Trapping License .......... $25.50
This license is required for nonresidents to trap furbearers (pg. 48) in Maryland in addition to a Nonresident Hunting License and an Individual Furbearer Permit.

Regulated Shooting Area Hunting License .................. $6.00
This license allows a person to shoot captive-raised game birds on a state-licensed Regulated Shooting Area only.
• A Regulated Shooting Area Hunting License and the purchase of a Maryland Migratory Game Bird Stamp allows a person to shoot tower-released, flighted mallards on a Regulated Shooting Area.
• This license cannot be used to hunt wild or free-flying, captive-raised waterfowl on a Regulated Shooting Area.
• To hunt free-flying, captive-raised mallard ducks or wild waterfowl on a state-licensed Regulated Shooting Area a hunter must possess a Maryland hunting license, the printed validation showing proof of purchase of the Maryland Migratory Game Bird Stamp and HIP certification, and a Federal Migratory Bird Hunting License.

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HUNTING LICENSES

and Conservation Stamp or its proof of purchase (if over the age of 15).
• A Regulated Shooting Area Hunting License is not required if you have a valid Full Season Hunting License.
• Hunters on Regulated Shooting Areas may shoot captive-raised game birds on Sundays.

Stationary Blind and Blind Site License.......................... $20.00
A Stationary Blind and Blind Site License allows a person to have an offshore waterfowl blind or blind site in Maryland public waters. For Maryland Offshore Waterfowl Hunting information see; dnr.maryland.gov/wildlife/Pages/hunt_trap/offshore_intro.aspx.

Purple Heart Recipients
Maryland residents who were recipients of the Purple Heart Award are eligible for a discounted hunting license and any associated stamps and permits. This year’s discounted rate is 50% of the regular price of the license or stamp. These discounted hunting licenses and stamps can only be purchased in person at a DNR Licensing & Registration Service Center (see page 6 for locations). Documentation proving the Purple Heart Award was received by the hunter must be provided at the time of purchase. The Purple Heart metal does not suffice as proof of receiving the award. All other requirements apply for obtaining a hunting license and stamps.

Complimentary DAV-POW Hunting Licenses
A Complimentary Lifetime Hunting License is available to Maryland residents certified as a former prisoner of war or a 100% service-connected disabled American veteran (Veterans Administration documentation is required).
• This free lifetime hunting license is available only at DNR Licensing and Registration Service Centers.
• This license also includes free, lifetime Archery Stamps, Muzzleloader Stamps, and Furbearer Permits.
• The Maryland Migratory Game Bird Stamp, and Federal Migratory Bird Hunting and Conservation Stamp are required to be purchased annually and are not included with this license.
• The use of a Big Game Harvest Record is required each year and can be obtained through the COMPASS portal at compass.dnr.maryland.gov/ OR any DNR Licensing and Registration Service Center (pg. 6) OR a DNR Sport License agent.

Members of the Armed Forces Hunting In Maryland
Active duty members of the United States Armed Forces stationed in Maryland:
• are considered residents of Maryland.
• must comply with the Hunter Education and Safety Requirement. (See pg. 34.)
• must purchase a Resident Hunting License and all required stamps and permits before hunting, unless they are on official leave and possess a copy of their official leave orders.
• while hunting during official leave in Maryland with a copy of their official leave orders:
  » do not need to purchase a hunting license, deer stamps, or DNR Managed Hunt Permit.
  » must purchase a Maryland Migratory Game Bird Stamp, a Federal Migratory Bird Hunting and Conservation Stamp, and a Furbearer Permit to pursue migratory game birds and furbearers.

Any nonresident serving in the United States Armed Forces who is on leave in Maryland, but not stationed in Maryland, must purchase a Nonresident Hunting License before hunting.

Who May Hunt Without a Hunting License in Maryland
All Maryland hunters must comply with the Hunter Education and Safety Requirement (pg. 54).

You are not required to possess a Maryland hunting license if you are:
• a resident of Maryland (and their spouse) who owns property and who hunts only on that property. This also applies to:
  » the landowner’s children and grandchildren if they are under the age of 16.
  » the landowner’s children and grandchildren, and the spouse of the children or grandchildren, regardless of age, if the child, grandchild, or their spouse lives on the property, or has worked on the property for at least 30 days during the preceding 12 months, or manages the property. (Each person must individually qualify under these criteria. To qualify for this exemption, a landowner does not need to live on the property but must be able to prove ownership.)
• A person (and spouse) who holds land under lease for agricultural purposes (or a sharecropper), and lives on this farmland, and hunts only on this farmland. This also applies to:
  » the lessee’s children and grandchildren if they are under the age of 16.
  » the lessee’s children and grandchildren, and their spouses, if the child, grandchild, or spouse of the child or grandchild, lives on the property, or has worked on the property for at least 30 days during the preceding 12 months, or manages the property.
• A nonresident (and spouse) who owns a contiguous piece of farmland that is in both Virginia and Maryland may hunt on the Maryland portion of the property without a Maryland hunting license, if the person’s primary residence is on the Virginia portion of the property. This also applies to the owner’s children and grandchildren if they are under the age of 16.
• A Maryland resident serving in the United States Armed Forces that is on official leave in Maryland (whether stationed in Maryland or outside Maryland) and possesses a copy of official leave orders while hunting.
• A person serving in the United States Armed Forces who has a service-connected disability and possesses a valid military identification while hunting.

WEB-BASED LICENSE SYSTEM
DNR’s web-based COMPASS licensing system provides the fastest and greenest way to purchase your hunting license. In addition to our seven DNR Service Centers and more than 250 sport license agents, this web-based system is available 24/7 for self-service online purchases. Connect to COMPASS through dnr.maryland.gov/Pages/licensing.aspx.

On your first visit, you will supply your personal information. You will receive a free DNRid number and can then print your free DNRid Card. Your DNRid number is all that will be needed to locate your account for future purchases. Licenses are available for instant printing and an electronic copy is emailed within 30 minutes after purchase if you have provided an email address. Hunting and recreational fishing licenses can be reprinted at any time, free of charge. Hunters can print additional Big Game Harvest Records and check your harvest, both free, through COMPASS online.
A person who is a retired former member of the United States Armed Services and hunting on farmland that is in active farming status and owned by the person or the person’s spouse, child, child’s spouse, parent, grandparent, sibling, niece or nephew. A retired former member who hunts on farmland without a hunting license must possess the retired military identification card and written permission from the owner of the farm property specifying the relationship of the person to the owner of the property.

Be aware that hunters not required to have a license:
- must obtain a free DN Rid number and a free Maryland Big Game Harvest Record if they intend to hunt deer or turkeys. These items may be obtained through the COMPASS portal at compass.dnr.maryland.gov/ OR any DNR Licensing and Registration Service Center (pg. 6) OR a DNR Sport License agent.
- must have Maryland Migratory Game Bird Stamp to hunt migratory game birds.
- must possess the Federal Migratory Bird Hunting and Conservation Stamp to hunt waterfowl and coots.
- must obtain a Furbearer Permit to hunt, trap, or chase any furbearer.
- are not required to purchase Archery Deer Stamps, Muzzleloader Deer Stamps, or Bonus Antlered Deer Stamps.

Nonresidents of Maryland who own property in the state and hunt on that property are required to purchase a Nonresident Hunting License and all other appropriate stamps and permits.

Individuals who are exempt from Maryland hunting license requirements are subject to all state and federal laws and regulations relative to hunting and trapping.

Universal Disability Pass
Hunters with mobility impairments may obtain a free Universal Disability Pass that will allow them to hunt from a vehicle in designated areas. Applications are available from DNR’s website dnr.maryland.gov/public-lands/Documents/UDisabilityPass.pdf. For Public Hunting Lands that have provisions for the mobility impaired. (See pgs. 60-63.) Please contact each area for their specific conditions.

Purchasing Your Maryland Hunting Licenses, Stamps, and Permits
A DN Rid number is required to obtain hunting and trapping licenses, stamps, and permits. A DN Rid Card and number, hunting licenses, stamps, permits, and Big Game Harvest Records are available through:
- the COMPASS portal at dnr.maryland.gov/Pages/licensing.aspx.
- Calling 1-855-855-3906.
- DNR Licensing and Registration Service Centers- Services, hours, addresses and phone numbers are listed on page 6.
- DNR Sport License Agents- A list of agents is available at: dnr.maryland.gov/Pages/licensing.aspx, and your local DNR Licensing and Registration Service Center can provide the location for Sport License agents near you.

You may obtain a hunting license 24 hours a day, seven days a week through the COMPASS portal at dnr.maryland.gov/Pages/licensing.aspx. If you provide an email address, a copy of your license will be emailed to you 30 minutes after purchase. The license immediately authorizes your participation in all purchased activities, including deer and turkey hunting. Supporting documents for some privileges will be mailed. Payment can be made by electronic check, Visa, Master Card or Discover.

You may obtain a Hunting License Application by calling or visiting a DNR Licensing and Registration Service Center or from the DNR website: dnr.maryland.gov/Pages/licensing.aspx. Complete all applicable sections and mail it with the appropriate fee to any DNR Licensing and Registration Service Center (See pg. 6). Applicants for nonresident licenses are required to submit a copy of their driver’s license, voter registration card or home state hunting/trapping license.

Lost or damaged hunting licenses can be reprinted for free. Call any DNR Licensing and Registration Service Center, or log into your account at https://compass.dnr.maryland.gov/DnrCompassPortal.
**Hunting Safety Tips**

Tree stands can be dangerous if they are used incorrectly or carelessly. Tree stand accidents are the leading cause of hunter injuries in Maryland. Maryland follows the national trend in that over 50% of all hunting accidents are tree stand related. Most tree stand accidents occur in transition from a climbing device to the tree stand and from the tree stand onto the climbing device. Other injuries occur when the tree stand fails or from the incorrect installation of a manufactured stand. Please follow these safety tips. Your life or livelihood may depend on it.

- Always read, understand and practice the manufacturer’s recommendations before using any climbing equipment or tree stand.
- Check and repair all tree stands and climbing equipment every year before hunting.
- Use updated equipment. Newer tree stand equipment is solid, safe and secure.
- Always practice installing a hang-on tree stand at ground level before attempting an elevated installation.
- Always use a fall restraint system while climbing a tree.
- Use a full body safety harness as part of your fall restraint system. Never use a waist belt or rope as a substitute for a full body safety harness while in a tree stand.
- Only climb healthy trees.
- Use your climbing device or tree stand for support; branches may give way under your weight.
- Use three points of contact with the tree or climbing device for a secure hold.
- Climb higher than your stand and step down onto it. Climbing up into the stand can dislodge it causing a fall.
- Wear boots with non-skid soles. Steps or platforms may be slippery in rain, sleet, or snow.
- When using a two piece climbing stand, make sure to connect the two pieces with a strap or rope to prevent the bottom portion from dropping away.
- Never carry anything while you are climbing. Use a haul line to get hunting devices and other equipment into and out of your stand. Make sure guns and crossbows are unloaded and broadheads are covered prior to raising or lowering them with a haul line.
- As a precautionary measure, clear the ground of debris below your stand and climbing device.
- If you are sleepy, climb down from your stand and hunt from the ground.
- Leave a hunting plan with a responsible adult or where rescuers will find it. Include specifically where you will hunt and when you will return. Include a map to better explain your location.
- Keep a survival pack with you that includes a whistle, cell phone, flashlight, and a basic first aid kit.
- Never hunt from a tree stand without using a full body safety harness.
- More information on tree stand safety is available at tmastands.com.

**Firearms Safety Tips**

- Treat every gun as if it were loaded. Never play with a firearm.
- Never point a gun at anything you don’t want to shoot.
- Always control the muzzle direction in case of a fall.
- Keep the barrel and action clear of obstructions. Carry only the proper ammunition for your firearm.
- Be sure of your target and what is beyond it. Always know the identifying features of the game you hunt.
- Unload guns and open the action when not in use.
- Never climb a tree or jump a ditch with a loaded gun. Never pull the gun toward you by the muzzle.
- Never shoot a bullet at flat, hard surfaces or water.
- Store guns and ammunition separately, beyond the reach of children and careless adults. Use trigger locks.
- Never use alcoholic beverages or medications that cause drowsiness before or during the use of a firearm.

**Crossbow Safety Tips**

- Maximum effective range is 40 yards.
- Know exactly where the arrow will hit before you pull the trigger (practice, practice, practice).
- Never walk or climb a tree with a crossbow cocked and loaded with an arrow.
- Always use manufacturer recommended arrow weights.
- Practice with the same type broadhead you plan to hunt with.
- Keep your fingers and thumb down on the crossbow forearm out of the path of travel for the string and cables.
- Always identify your target and background before you shoot.
- Never shoot if there is a doubt about the shot.
- Never shoot if the animal is alert and excited.
- Unload or uncock your crossbow before transporting. An unloaded crossbow does not have a bolt or arrow in the firing position. Uncock it by using an uncocking device or by shooting into a safe backstop.

**Turkey Hunting Safety Tips**

Follow these suggestions to ensure a safe turkey hunting experience:

- Leave the area if you suspect there’s another hunter already working the same bird.
- Resist the urge to stalk turkey sounds as they could be made by another hunter.
- Select a spot that is in open timber rather than thick brush: wearing camouflage clothing and eliminating movement is more critical to success than hiding in heavy cover.
- Sit against a large stump, blow-down, tree trunk or rock that is wider than your shoulders and higher than your head when calling wild turkeys.
- Never wear bright colors, especially not red, white, blue or black because these are the colors of a wild turkey gobbler. Watch out for red, white or blue on your socks, t-shirts, hooded sweatshirts, hats, bandannas, etc. Wear dark undershirts and socks, and pants long enough to be tucked into boots.
- Remain still and speak in a loud, clear voice to announce your presence to other hunters if necessary. Never move, wave or make turkey sounds to alert another hunter of your presence.
- Keep your hands and head camouflaged when calling.
- Maintain a clear field of view when using a camouflage blind or netting.
- Ensure your decoy is not visible when you are transporting it. Stash the decoy in your vest and make sure the head is not sticking out.
- If you harvest a wild turkey during your hunting trip, you should cover the bird’s head and body when carrying it out from your hunting spot.
- Put your gun’s safety on and approach the downed bird with your firearm pointed in a safe direction after firing. Never run with a firearm.
- Use extreme caution if using a turkey decoy or any part of a decoy to shield your approach to a turkey. This action could draw the attention of another hunter and lead to an accident.
### Junior Hunter Certificates

Junior Hunter Certificates are available through Official Maryland Department of Natural Resources Junior Hunter Certificate Agents. Junior Hunters (age 16 and under) are eligible for these special commemorative certificates for their deer, turkey or bear taken during the 2017–2018 hunting seasons. Certificates are available through the Official Junior Hunter Certificate Agents listed below.

For more information visit the DNR website at: [dnr.maryland.gov/huntersguide/Pages/JrHunter_certprogram.aspx](http://dnr.maryland.gov/huntersguide/Pages/JrHunter_certprogram.aspx)

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#### Free Central Region Public Hunting Permit

Available for most public hunting areas in Baltimore, Carroll, Cecil, Harford, Howard, Montgomery counties and Kent County for Millington WMA (Canada goose and spring turkey hunting). To obtain the free Central Region Public Hunting Permit apply online at [dnr.maryland.gov/wildlife/Pages/publiclands/wmacentral.aspx](http://dnr.maryland.gov/wildlife/Pages/publiclands/wmacentral.aspx). Please call the Gwynnbrook Office at 410-356-9272 between 7:30-11:30a.m. with questions or for instructions on how to apply by mail or in person.

#### Free Southern Region Public Hunting Permit

Available for most public hunting areas in Anne Arundel, Calvert, Charles, Prince George’s, and St. Mary’s counties. You can now apply for the Southern Region Hunting Permit through the DNR website. For information on the areas covered by this permit and to apply online, go to [dnr.maryland.gov/wildlife/Pages/publiclands/wmasouthern.aspx](http://dnr.maryland.gov/wildlife/Pages/publiclands/wmasouthern.aspx). For questions regarding specific areas and other methods to apply, please call the Myrtle Grove office at 301-743-0373 between 8a.m.-12p.m.
### Public Hunting Lands

Public hunting lands consist of Wildlife Management Areas (WMAs), State Parks (which include Natural Environment Areas- NEAs and Natural Resources Management Areas- NRMAs), State Forests including Chesapeake Forest Lands (CFLs), Cooperative Wildlife Management Areas (CWMAs), Maryland-National Capital Park & Planning Commission (MNCPPC) managed lands, Fishery Management Areas (FMA), and other federal, state, county, and municipal properties that allow hunting. The following list contains information about those public hunting lands managed by DNR.

#### ALLEGANY

- **Dan’s Mountain WMA**: 9,774 acres. Free permit required for trapping, call 301-334-4255. 301-478-2525.

#### BALTIMORE

- **Gunpowder Falls State Park**: 3,000 acres.
  - **Hammerman, Hartz-Miller Island, Days Cove and North Point Areas**: Waterfowl blinds by lottery and/or by daily reservation. 410-356-9272 call between 7:30a.m.–11:30a.m.
  - **Sweet Air Area/Hammerman**: Managed deer hunt (shotgun) by lottery, see page 27. 410-356-9272 call between 7:30a.m.–11:30a.m. or 410-592-2897.
  - **Hereford Area**: Deer archery hunting only. Reservations required Sept. – Nov. 410-329-6809.
- **Gwynnbrook WMA**: 35 acres. Deer archery hunting only. 410-356-9272 call between 7:30a.m.–11:30a.m.
- **Liberty Watershed**: 9,200 acres. Archery hunting only for all game species. No waterfowl hunting. Archery hunting permit available on page 63 or online at dnr.maryland.gov. 410-356-9272 call between 7:30a.m.–11:30a.m.
- **Loch Raven Watershed**: 1,600 acres. Deer archery hunting only. Archery hunting permit available on page 63 or online at dnr.maryland.gov. 410-356-9272 call between 7:30a.m.–11:30a.m.

### Key

- 🔥 public archery range
- 🔴 provisions to hunt from a vehicle, call each area for other conditions that may apply
- 🚨 Managed Hunt Permit required for DNR lands (See Deer Hunting, page 26)
- ℹ️ provisions for hunters with mobility impairments, call each area for site conditions
- 🎟️ free permit required
- 🚭 public shooting range
- 🕒 daily sign-in required
- 🔥 trapping allowed by permit
- 🏕️ limited Sunday hunting allowed

### ALLEGANY

- **Dan’s Mountain WMA**: 9,774 acres. Free permit required for trapping, call 301-334-4255. 301-478-2525.

### BALTIMORE

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  - **Hereford Area**: Deer archery hunting only. Reservations required Sept. – Nov. 410-329-6809.
- **Gwynnbrook WMA**: 35 acres. Deer archery hunting only. 410-356-9272 call between 7:30a.m.–11:30a.m.
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- **Loch Raven Watershed**: 1,600 acres. Deer archery hunting only. Archery hunting permit available on page 63 or online at dnr.maryland.gov. 410-356-9272 call between 7:30a.m.–11:30a.m.

### Map and Information

- **Public Hunting Lands**
  - Map provided for locations.
  - Information on permit requirements, hunting seasons, and additional details.

### Additional Information

- **Maps of public hunting lands are available on the Maryland Department of Natural Resources website.** (See [dnr.maryland.gov](http://dnr.maryland.gov))
  - A consolidated listing of areas for hunters with mobility impairments can also be found on this website.
  - Hunters should contact the appropriate managing authority for information on public hunting opportunities not listed here, such as Natural Wildlife Refuges, military installations, or other government-owned properties.

### Public Hunting Land Information

- **Parks Creek WMA**: 1,810 acres. Deer hunting only. Archery, Muzzleloader, and Firearms Seasons. Permit and reservation required. 301-743-5161 for additional information.
- **Idylwild WMA**: 1,378 acres. Furbearer trapping permits issued by bid process. 410-376-3236.
- **Merrick Gordy Complex CFL**: 426 acres. 410-632-3732.
- **Seipp Complex CFL**: 30 acres. 410-632-3732.
- **Tuckahoe State Park**: 1,000 acres. General Hunting, Migratory goose hunting by lottery. Applications available online at: [dnr.maryland.gov](http://dnr.maryland.gov) 410-820-1668.

### Hunting Regulations

- **Hunting and trapping is permitted in accordance with state and federal laws and the restrictions for each area. Only temporary stands and blinds may be used and must be removed at the end of each day.**
- **Target shooting is permitted only at designated shooting ranges.**
- **The use of hunting dogs is permitted.**
- **Possession or use of hunting devices is prohibited in State Forests and State Parks outside of regular open hunting seasons.**
- **On Chesapeake Forest Lands an individual may not hunt within 150 yards of an occupied building or camp and within 150 feet of any exterior Chesapeake Forest Lands boundary. See [dnr.maryland.gov/forests/Pages/chesapeakeforestlands.aspx](http://dnr.maryland.gov/forests/Pages/chesapeakeforestlands.aspx) for maps, conditions, regulations, and information on CFLs.
CHARLES

Blossom Point CWMA: Waterfowl blind sites. Boat access only. Reservations required. 301-743-5161.

Cedar Point WMA: 1,920 acres. Reservations required for waterfowl blinds/blind sites. 301-743-5161.

Cedarville State Forest: 1,100 acres. 301-743-5161.

Chapel Point State Park: 550 acres. 301-743-7613 or 301-888-1410.

Chapman State Park (Mt. Aventine Parcel): 875 acres. Deer and waterfowl only. Waterfowl by boat access only. Permit and sign-in required. 301-743-5161.


Doncaster Demonstration Forest: 1,700 acres. 301-743-5161.

Indian Creek NRMA: 680 acres. 301-743-5161.

Myrtle Grove WMA: 4,460 acres. (includes tracts formerly known as Chapman, Pomfret & Mattawoman NEA) 301-743-5161.

Nanjemoy Creek WMA: 224 acres. Reservation required for waterfowl blind sites. 301-743-5161.

Nanjemoy WMA: 1,806 acres (general hunting), 140 acres (archery only). Reservations required for waterfowl blind sites. 301-743-5161.


Zekiah Swamp NEA: Waterfowl hunting only. Boat access only. Reservations required. 301-743-5161.

ORCHARD

Sunday hunting is allowed for the Spring Turkey Season on Orchard County public lands.

Baumgartner-Southam Complex CFL: 210 acres. 410-632-3732.


Hoernicke-Oliphant Complex CFL: 968 acres. 410-632-3732.

Insley Complex CFL: 450 acres. 410-632-3732.


Lewis Complex CFL: 1,575 acres. 410-632-3732.


Marshy Hope Complex CFL: 3,355 acres. 410-632-3732.

Nanticoke River WMA: See Wicomico County.

Tar Bay WMA: 12 acres. Waterfowl (water access only). 410-376-3236.


FREDERICK

Cunningham Falls State Park: 4,400 acres. General Hunting. Limited free reservations required for limited mobility hunters (call number below). Free permit required to hunt furbearers at night. Hunting permitted Monday-Saturday 7:30a.m.–11:30a.m.

Federal City Watershed CWMA: 7,300 acres. Free permit required to hunt furbearers at night. 301-842-2702.

Gravel Hill Swamp WMA: 65 acres. Archery hunting only. 410-842-2702.

Heater’s Island WMA: 194 acres. Boat access only. 410-842-2702.


Ridenour Swamp WMA: 82 acres. Archery hunting only. 301-842-2702.


Urbana FMA: 60 acres. Archery hunting only - all legal species. 301-898-5443.

GARRETT

Cunningham Swamp WMA: 257 acres. 301-334-4255.

Deep Creek Lake NRMA: Goose hunting at designated sites. Boat access only. For information call 301-334-4255. Reservation required - call 301-743-5161.

HARFORD

Gunpowder Falls State Park: See Baltimore County.

Rocks State Park: 120 acres. Deer archery hunting only. 410-557-7994.

Stoney Demonstration Forest: 318 acres. 410-356-9272 call between 7:30 a.m.–11:30 a.m.

Susquehanna State Park: 880 acres. Deer archery hunting only. No waterfowl blinds by daily reservation. 410-356-9272 call between 7:30 a.m. and 11:30 a.m., Park information: 410-557-7994.

HOWARD

Hugg-Thomas WMA: 276 acres. 410-356-9272 call between 7:30 a.m.–11:30 a.m.

Patapsco Valley State Park: See Baltimore County.

Patuxent River State Park: 3,000 acres. 301-924-2127.

KENT


Sassafras NRMA: 1,000 acres. General hunting with restrictions. Migratory goose and waterfowl hunting by lottery only. Restrictions and applications available online at dnr.maryland.gov. 410-820-1668.
PUBLIC HUNTING LANDS

MONTGOMERY

Cherrington CWMA (MNCPPC):
275 acres. Deer hunting only. 410-356-9272 call between 7:30 a.m. - 11:30 a.m.

Islands of the Potomac WMA:
Boat access only. 410-356-9272 call between 7:30 a.m. - 11:30 a.m.
• Mason Island: 274 acres
• Oxley Island: 35 acres
• Maddox Island: 169 acres

McKee-Beshers WMA:
1,960 acres. 410-356-9272 call between 7:30 a.m. - 11:30 a.m.

Pataxent River State Park:
See Howard County.

Seneca Creek State Park:
1,000 acres for general hunting and 2,000 acres for deer archery hunting only.
• Managed Deer Hunt (shotgun) by lottery, see page 27 for application.
• Schaeffer Farm: Deer shotgun hunting. 410-356-9272 call between 7:30 a.m. and 11:30 a.m.

Strider WMA:
170 acres. Deer archery hunting only. 410-356-9272 call between 7:30 a.m. - 11:30 a.m.

PRINCE GEORGE’S

Aquasco Farm CWMA (MNCPPC):
150 acres. Deer archery hunting only. Reservation required. 301-743-5161.

Belt Woods NEA:
625 acres. Deer hunting only. Archery, Muzzleloader, and Firearms Seasons. Permit and Daily Reservation required. 301-743-5161 for additional information.

QUEEN ANNE’S

Tuckahoe State Park:
See Caroline County.

Wye Island NRMA:
2,500 acres. Deer Archery Season hunting limited to 25 hunters per day. Deer Muzzleloader & Firearms Seasons hunting by lottery. Migratory goose hunting by lottery. Lottery applications are available dnr.maryland.gov/publiclands or 410-822-7577. Hunters are required to submit a copy of their current Maryland Hunting License with their permit application.

SOMERSET

Cedar Island WMA:
3,081 acres. Furbearer trapping permits issued by bid process. Boat access only. 410-543-8223

Deal Island WMA:
13,565 acres. Furbearer trapping permits issued by bid process. Impoundment area open to hunting during Youth Waterfowl Hunting Days (for persons aged 16 or younger), October duck season on opening day and any Saturday; November duck season on opening day, Saturdays and Thanksgiving, December-January duck season on opening day, Fridays, Saturdays, Christmas Day, New Year’s Day, and Martin Luther King Jr. Day. The impoundment will be closed to hunting on all other days. Lottery permit required for opening day of each duck season segment. Lottery application available online at dnr.maryland.gov. Application deadline is Sept. 11, 2017. Motorized boats, except those powered by electric motors, are prohibited in the impoundment between October 1 and March 31. 410-543-8223.

E. Mace Smith Complex CFI:
1,709 acres. 410-632-3732.

Faymont WMA:
5,224 acres. Furbearer trapping permits issued by bid process. Impoundment areas open to hunting during: early teal season, Youth Waterfowl Hunting Days (for persons aged 16 and younger); October duck season on opening day and any Saturday; November duck season on opening day, Saturdays and Thanksgiving, December-January duck season on opening day, Fridays, Saturdays, Christmas Day, New Year’s Day, and Martin Luther King Jr. Day. The impoundments will be closed to hunting on all other days. Lottery permit required for opening day of each duck season segment. See lottery information above for Deal Island WMA. Motorized boats, except those powered by electric motors, are prohibited in the impoundments between October 1 and March 31. 410-543-8223.

Greenwell State Park:
1,915 acres. 410-632-3732.

Maryland Marine Properties WMA:
683 acres. 410-632-3732.

Pocomoke Sound WMA:
2,969 acres. Furbearer trapping permits issued by bid process. Boat access only. 410-543-8223.

Newtowne Neck State Park:
500 acres. Permit and reservation required for all hunting except for offshore waterfowl zones. 301-743-5161.

Myrtle Point CWMA:
192 acres. Deer and waterfowl hunting only. Permit and reservation required. Deer archery hunting only, open Oct. 15 – Jan. 31. Waterfowl hunting by boat only in the third split of the season. 301-743-5161.

Point Lookout State Park (Jacobs Tract Only):
240 acres. Deer and waterfowl hunting only. Hunters must use archery equipment during the early muzzleloader season. Waterfowl hunting at designated sites. 301-872-5688.

S. Clement’s Island State Park:
63 acres. Rabbit and waterfowl hunting only. Free permit required for offshore waterfowl hunting zone - Contact 301-743-5161. Accessible only by boat. Park information. 301-872-5688.

Maryland Marine Properties WMA:
7,916 acres. Free permit required for offshore waterfowl hunting zone - Contact 301-743-5161. Accessible only by boat. Park information. 301-872-5688.

Salem Tract (State Forest):
1,550 acres. 301-743-5161.

St. Inigoes State Forest:
600 acres. Permit and reservation required at all times. 301-743-5161.

St. Mary’s Lake:
Waterfowl hunting at designated sites only. Boat access only (No gas motors). Reservation required. 301-743-5161.

St. Mary’s River State Park:
2,200 acres. 301-872-5688.

TALBOT

Seth Demonstration Forest CFI:
122 acres. Deer archery hunting only. 410-632-3732.

WASHINGTON

Fort Frederick State Park
500 acres. Managed deer hunt (shotgun) by lottery, see page 27 for application. 301-842-2155.

Greenbrier State Park
500 acres. Free permit required to hunt furbearers at night. Hunting permitted Monday-Saturday. 301-791-4767.

Indian Springs WMA
6,596 acres. 301-842-2702.

Prather’s Neck WMA
205 acres (general hunting), 10 acres (archery hunting only). 301-842-2702.

Siding Hill WMA
3,100 acres. 301-842-2702.

South Mountain State Park
2,885 acres (general hunting), 170 acres (archery only). Hunting permitted
ARCHERY HUNTING AT LIBERTY, LOCH RAVEN, & PRETTYBOY RESERVOIRS

Special rules and regulations for deer hunting are in effect on the Liberty, Loch Raven, and Prettyboy Reservoirs. By accepting the permit, the permittee agrees to having read and accepted these rules and regulations governing the Liberty, Loch Raven, and Prettyboy Reservoirs established by the City of Baltimore, Director of Public Works.

- Parking or driving motor vehicles of any description except on hard surfaced roads is prohibited.
- No fires are permitted on the watershed areas at any time.
- Hunting is permitted only from one half hour before sunrise to one half hour after sunset.
- No hunting within 50 feet of high water shoreline.
- No hunting is allowed south of Liberty Road (MD Rt. 26) on Liberty Reservoir in Baltimore County.
- Hunters must adhere to all regulations established by the Baltimore City Bureau of Water and Wastewater.
- Hunters are warned against the disposal of refuse and trash on the watershed area, and violators will be prosecuted in accordance with the law.
- Although not recommended by Baltimore City Department of Public Works, the use of patented portable tree stands is permitted.
- Portable tree stands must be removed at the end of each day.
- Masks or other face gear shall be removed upon leaving the woods and when approaching within 100 yards of another person.
- Permits are valid for the entire season for the taking of game, except waterfowl, WITH ARCHERY EQUIPMENT ONLY at Liberty and Prettyboy Reservoirs.
- On Loch Raven Reservoir, the permit is valid for deer hunting only with archery equipment in designated areas.
- It is illegal to bait for deer.
- On Loch Raven Reservoir hunting is prohibited on the Torrey C. Brown Rail Trail/NCR Trail.
- Baltimore City Department of Public Works regulations allow for use of crossbows on Liberty, Loch Raven, and Prettyboy Reservoirs during the entire deer bow season established by the Maryland Department of Natural Resources.
- Deer archery hunters hunting during the Junior Deer Hunting Days, Deer Firearms, and Deer Muzzleloader Seasons are required to wear fluorescent orange.

ARCHERY HUNTING PERMIT FOR THE LIBERTY, LOCH RAVEN, AND PRETTYBOY RESERVOIRS 2017–2018

Complete the information below and keep this section with your hunting license. This permit must be in your possession while hunting on the above areas.

Name: ____________________________

Address (street): ____________________________
(city, state, zip): ____________________________

Hunting License #: ____________________________

Vehicle Tag(s): ____________________________

Issued in cooperation between the Maryland Department of Natural Resources, Wildlife & Heritage Service and the City of Baltimore Bureau of Water and Wastewater.

Maps of the watersheds are available from the DNR online at dnr.maryland.gov or send a self-addressed, stamped envelope to:

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GUNS
### SUNSET & SUNRISE AT BALTIMORE, MD (EASTERN STANDARD TIME)

**SEPTEMBER 2017 THROUGH MAY 2018**

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Source: Nautical Almanac, U.S. Naval Observatory. Daylight Saving Time is included in the chart (in red). These times are for Baltimore, Maryland and are for reference only. Consult local newspaper or other media for actual times in your area.
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