More Sunday hunting in certain counties for deer, turkeys, small game and furbearers
Pages 24, 37, 52, & 54

Page 10
The Managed Hunt Permit is no longer required

Page 50
Black Bear hunting expanded to six days

Page 52
Stocked Pheasant hunts open for November, 2022
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The Guide to Hunting and Trapping in Maryland is a publication of the Department of Natural Resources, Wildlife and Heritage Service. Ads promoting political advocacy or ads regarding alcohol, tobacco and/or ads of a sexual nature will not be accepted. The Maryland Department of Natural Resources, Wildlife and Heritage Service is not responsible for any advertising claims contained herein. The department disclaims any liability regarding product pricing, claims, descriptions, availability or condition. No warranty is expressed or implied concerning product errors, omissions or misprints.

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/ComarHome.html

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Greetings Maryland Hunters and Trappers:

I am pleased to welcome the 2022–2023 hunting year! Our team has been working hard to ensure your experiences afield will be enjoyable, safe and successful. We look forward to sharing the remarkable variety of opportunities available across Maryland with you and hope the anticipation of another hunting year is as exciting for you as it is for all of us.

In this edition of the Guide to Hunting and Trapping, you will find several changes to our seasons and bag limits. As always, these decisions are founded on sound science. Equally important to this effort is extensive and collaborative public engagement supported by many key stakeholder organizations. The process to develop the latest package of regulations included more than six months of public outreach with several dozen organizations and concluded with more than 1200 individual citizen comments. We are grateful for everyone who took the time to participate in that process, your input truly helped guide us in the development of this latest regulatory framework.

I also want to thank the many individuals and organizations who volunteer to support our mission and operations on a daily basis. These individuals support us in many ways — including gathering and entering ecological data, assisting with public lands habitat management, educating and mentoring our future outdoor enthusiasts, and guiding us during complex policy discussions. There are far too many individuals and groups to list here but I will take a moment to single out the citizen volunteers who serve our Wildlife Advisory Commission. This nine-member body meets with our team monthly and with little public attention or celebration, plays a critical role in helping us navigate the work of our agency and the outcomes all of us enjoy in the field. We are fortunate that these women and men, past and present, volunteer their time and attention to support our mission.

Finally, the past two years were particularly challenging. Although the pandemic has subsided, I remain personally grateful to the staff of the Wildlife and Heritage Service who pulled us through the challenges of the recent past and delivered on our conservation mission during the most difficult times. I am proud to say that our staff worked hard to maintain our scientific integrity, day-to-day operations, and customer service.

In closing, and as a reminder, I urge you to take someone new into the field this year and introduce them to the passion that drives you to be out there. Now more than ever, it is critical that we support the development of the next generation of hunters, trappers and outdoor enthusiasts.

Thank you for your support of our mission and team — wishing you a safe and successful season afield!

Paul A. Peditto,
Director of the Maryland Wildlife & Heritage Service
Hunt safely.
Stay away from utility equipment.

Protect yourself and others by staying away from all electric utility equipment.

Structures such as tree stands attached to a transmission tower, pole or underneath a high voltage line—even temporarily—are prohibited. Contact with these structures can be extremely dangerous due to high-voltage power flowing through the lines.

If you have questions about staying safe near utility equipment, go to firstenergycorp.com/rightofway.
Maryland Natural Resources Police has partnered with Maryland Wildlife Crime Stoppers to prevent poaching of our fish and wildlife resources. Are you aware of a poaching situation? Have you witnessed a wildlife crime? You can remain anonymous and may be eligible for a cash reward. Call or text Maryland Wildlife Crime Stoppers at 1-443-433-4112 or email mwec.dnr@maryland.gov. You can also report violations from your phone using the Maryland DNR App!

Law Enforcement Division of the U.S. Fish and Wildlife Service 410-228-2475 (Cambridge)

Wildlife and Heritage Service Offices

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

Headquarters Tawes State Office Building, E-1 580 Taylor Ave. Annapolis, MD 21401 410-260-8540; FAX 410-260-8596

Anne Arundel, Calvert, Charles, Prince George’s and St. Mary’s counties Southern Region Main Office 5625 Myrtle Grove Rd. LaPlata, MD 20646 301-743-5161 Myrtle Grove WMA 5625 Myrtle Grove Rd. LaPlata, MD 20646 Reservations and permits are only available through 301-743-5161, Hours: 8 a.m.–noon, Aug. 15, 2022 – Feb. 15, 2023

Allegany and Garrett counties Town Hill Office- 301-777-7771 11701 Mountain Rd. N.E. Flintstone, MD 21530 Maryland Natural Resources Police Safety Education and Outreach Unit 305 Marine Academy Drive, Suite 1 Stevensville, MD 21666 410-643-8502 Email address: nrtspatiedf.dnr@maryland.gov

Emergencies on Boats Use VHF Marine Channel 16 (156.800 MHz, the nearest Natural Resources Police or Coast Guard will assist you) or dial 911.

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

Billmeyer WMA 11701 Mountain Rd., NE Flintstone, MD 21530 301-478-2525; FAX 301-777-9723

Indian Springs WMA 14038 Blairs 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 only available through 410-356-9272, Hours: 7:30 a.m.–11:30 a.m., Aug. 22, 2022–Feb. 3, 2023

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 Clapper Rd., Gaithersburg, MD 20878 301-256-7308

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

Millington WMA P.O. Box 32 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 410-651-2065

Licensing and Registration Service Centers

Licensed and Registration Service Centers are open by appointment only. For more information, please visit https://dnr.maryland.gov/Pages/licensing.aspx or call 866-344-8889.

Annapolis Service Center 160 Harry S Truman Pkwy. Mailing address: PO Box 1869 Annapolis, MD 21401 410-260-3220; FAX 410-260-3281 Email: Annapolisrsc.dnr@maryland.gov

Bel Air Service Center 501 West MacPhail Rd. #2 Bel Air, MD 21014 410-836-4550; FAX 410-836-4562

Email: Belairrsc.dnr@maryland.gov

Centreville Service Center 129 Broadway Ave., STE 5 Centreville, MD 21617 410-819-4100; FAX 410-819-4110

Email: Centrevillersc.dnr@maryland.gov

Cumberland Service Center 13300 Winchester Rd., SW Cumberland, MD 21502 301-777-2134; FAX 301-777-5865

Tuesday and Thursday; no mail in applications

Email: Cumberlandrsc.dnr@maryland.gov

Essex Service Center 1338 Eastern Blvd. A Essex, MD 21221 667-401-0760; FAX 667-401-0765

Mon., Wed., and Fri; no mail-in applications

Email: Essexrsc.dnr@maryland.gov

Frederick Service Center 1601-A Bowmans Farm Rd. Frederick, MD 21701 240-236-9950; FAX 240-236-9953

Email: Frederickrsc.dnr@maryland.gov

Solomons Service Center 14175 Solomons Island Rd. S Mailing address: P.O.Box 1309 Solomons, MD 20688 410-535-3382; FAX 410-535-4737

Email: Solomonsrsc.dnr@maryland.gov

Salisbury Service Center 251 Tilghman Rd., Room #2 Salisbury, MD 21801 410-713-3840; FAX 410-713-3849

Email: Salisburyrsc@maryland.gov
NEW HUNTING OPPORTUNITIES AND REGULATIONS FOR 2022–2023

• Black bear hunting season has expanded from five to six days. See page 50 for more details.
• Region A antlerless white-tailed deer season has been expanded to include December 3. See page 21 for more details.
• Bobwhite quail season on private lands in the Eastern Zone will now close on January 15. The season is now closed on lands owned or managed by DNR east of the Susquehanna River. See page 53.
• Ruffed Grouse season will now end on December 31. See page 53.
• Additional Sunday hunting opportunities have been added in Charles, Calvert, Somerset, Talbot, Caroline, Queen Annes and Dorchester counties. See pages 24, 37, 52, and 54 for more details.
• The Managed Hunt Permit is no longer required for any managed hunts. See page 10 for more details.
• Sea Ducks may still be harvested during the regular duck season as part of the regular daily duck bag limit, however, waterfowl hunters should note that the Special Sea Duck Season has been eliminated. See page 44 for more information.

Eastern Shore Land For Sale

Brett Schrader an Eastern Shore native who grew up on a dairy farm and knows hard work. Hunting and fishing was a way of life growing up and to this day he is still an avid hunter and fisherman. Brett has the knowledge of what other sportsman desire in a hunting property whether it’s for mature whitetail, sika deer, waterfowl or a cashflow investment property. His experience and knowledge will help you find or even sell your perfect piece of property on the Eastern Shore!

“If you’re looking to buy/sell property or find a new Eastern Shore home closer to your favorite hunting spot, give me a call or text me at 410-490-6075!”

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54 Andrews Lake Rd
Route 13
302.284.0123

Delmar, DE
11196 E. Snake Rd
Route 13
302.248.7070

† For complete warranty, safety and product information, consult your local Kubota dealer and the product operator’s manual. Power (HP/KW) and other specifications are based on various standards or recommended practices. KCDA-24-146703-2
Hunting Licenses, Stamps and Permits

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.

Hunter Education and Safety Requirement

To hunt or purchase a hunting license 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 3-day license (this page) 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 (this page) 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. 9).

The Natural Resources Police, Safety Education and Outreach Unit 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 age 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 and Outreach Unit, 305 Marine Academy Drive, Suite 1, Stevensville, MD 21666, 410-643-8502 and by visiting the website at dnr.maryland.gov/hunt/Pages/default.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 email or fax the form provided by the course instructor (include a daytime phone number) to any Licensing and Registration Service Center (pg. 6). A Maryland resident who completes a Hunter Education Course in another state may contact a Licensing 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).

An Apprentice Hunting License is available for first-time hunters. The Apprentice Hunting License is a one-time license available to both residents and nonresidents who have never hunted before.

Resident Apprentice Hunting License $10

For first-time Maryland 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 required to hunt migratory birds (pg. 9, federal and state duck stamps) and deer (pgs. 9–10, Archery and Muzzleloader Stamps).
• 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 apprentice hunter’s hunting device.
• 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

For Maryland residents age 65 and above. It may be purchased in the calendar year in which a resident attains the age of 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 Managed Hunt Permit (where required).
• Must purchase a Furbearer Permit to hunt or chase furbearers.
• Hunters must keep a record of their confirmation numbers by using the Big Game Harvest Record provided with their license, creating their own record or storing a record electronically on their mobile device. Proof of harvest must be furnished upon request. See Deer and Turkey Tagging and Checking (pgs. 38–42).

Nonresident Hunting License $130

For hunters who are not Maryland residents and are age 16 to 64.

Nonresident Junior Hunting License $32.50

For hunters who are not Maryland residents and are under 16 years of age. Written permission of parent or guardian is required.

Nonresident Senior Hunting License $65

For hunters who are not Maryland residents and are age 65 or older. This license may be purchased in the calendar year in which a non-resident attains the age of 65.

Other Hunting Licenses

Nonresident 3-Day Waterfowl and Small Game License $45

• This license allows nonresidents of Maryland to hunt all legal game in season except deer, bear and turkey for three 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 Trapping License .......... $25.50
This license is required for nonresidents to trap furbearers (pg. 54–58) in Maryland in addition to a Nonresident Hunting License and an Individual Furbearer Permit.

Regulated Shooting Area Hunting License.................................$6
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 Harvest Information Program certification and a Federal Migratory Bird Hunting 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
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_traps/offshore_intro.aspx.

Hunting Stamps
Federal Migratory Bird Hunting and Conservation Stamp at National Wildlife Refuges, U.S. Post Offices and at duckstamp.com .................................................. $25
From the COMPASS portal at compass.dnr.maryland.gov/ OR any Licensing and Registration Service Center (pg. 6) OR a Sport License agent ................... $27
A Federal Migratory Bird Hunting and Conservation Stamp (federal duck stamp) is required of all hunters 16 years of age or older to hunt brant, coots, ducks and geese (pg. 43).

Maryland Migratory Game Bird Stamp .... $9
A Maryland Migratory Game Bird Stamp is required of all hunters to hunt all migratory game birds in Maryland.

Resident Archery Stamp ......................... $6
Nonresident Archery Stamp ................. $25
An Archery Stamp is required to hunt deer during the Archery Season (pg. 20–26).
HUNTING LICENSES

Resident Muzzleloader Stamp $6
Nonresident Muzzleloader Stamp $25
A Muzzleloader Stamp is required to hunt deer during the Muzzleloader Season (pg. 20–28).

NOTE: Exceptions to the Archery and Muzzleloader Stamp requirements: Hunters entitled to hunt without a license and hunters with a Senior Lifetime Consolidated License do not need to purchase an Archery or Muzzleloader Stamp.

Resident Bonus Antlered Deer Stamp $10
Nonresident Bonus Antlered Deer Stamp $25
A Bonus Antlered Deer Stamp allows hunting license holders to take one additional antlered white-tailed deer during one of the hunting seasons (Archery, Muzzleloader or Firearms), (pg. 20).

Hunting Permits
Archery Hunting Permit for the Liberty, Loch Raven and Prettyboy Reservoirs FREE
 Issued in cooperation of the Maryland Department of Natural Resources, Wildlife and Heritage Service and the City of Baltimore Bureau of Water and Wastewater. Allows archery hunting only on the Liberty, Loch Raven and Prettyboy Reservoirs (pg. 63).

NEW! Free Public Hunting Permit FREE
Replaces the former Central and Southern Region Public Hunting Permits. This permit is required for certain public hunting areas in Anne Arundel, Baltimore, Calvert, Carroll, Cecil, Charles, Harford, Howard, Kent, Montgomery, Prince George’s, Queen Anne’s, and St. Mary’s counties. To obtain this free permit go to the compass online license portal compass.dnr.maryland.gov. Please contact Gwynnbrook Wildlife Office (Central/Eastern Region) at 410-356-9272 or Myrtle Grove Wildlife Office (Southern/Western) at 301-743-5161 for more information or how to apply in person or by mail.

Individual Furbearer Permit $5
Group Furbearer Permit $10
A Furbearer Permit is required to hunt, chase or trap any furbearer (pg. 54–58).

Managed Hunt Permit N/A
The Managed Hunt Permit is no longer required to hunt any Department of Natural Resources properties and is not available for purchase.

Snow Goose Conservation Order Hunting Season Permit $5
A Maryland Snow Goose Conservation Order Hunting Season Permit is required to participate in the Light Goose Conservation Order Season (pg. 46).

Hunting Fees
Black Bear Hunt Lottery Application Fee $15
A Black Bear Hunting Permit is only available through the Maryland Black Bear Lottery process. The lottery application fee is non-refundable (pg. 50).

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 percent of the regular price of the license or stamp. These discounted hunting licenses and stamps can only be purchased in person by appointment only at a Licensing and Registration Service Center (pg. 6). Documentation proving the Purple Heart Award was received by the hunter must be provided at the time of purchase. The Purple Heart medal 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 percent service-connected disabled American veteran (Veterans Administration documentation is required).

• This free lifetime hunting license is available by appointment only at Licensing and Registration Service Centers (pg. 6).
• 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.
• Deer and turkey hunters must keep a record of their confirmation numbers by using the Big Game Harvest Record provided with their license, creating their own record or storing a record electronically on their mobile device. Proof of harvest must be furnished upon request. See Deer and Turkey Tagging and Checking (pgs. 38–42).

Members of the Armed Forces Hunting in Maryland
Active duty members of the Armed Forces stationed in Maryland:
• are considered residents of Maryland.
• must comply with the Hunter Education and Safety Requirement (pg. 8).
• 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 Managed Hunt Permit.

ONLINE LICENSE SYSTEM
The web-based COMPASS licensing system provides the fastest and greenest way to purchase your hunting license. In addition to our eight Licensing and Registration Service Centers and various sport license agents located throughout the state, this web-based system is available 24/7 for self-service online purchases. Connect to COMPASS via our portal at compass.dnr.maryland.gov.

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. You may print your license and receipt at the end of your purchase. A confirmation email will be provided shortly after purchase. 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.
The target shooting and hunting community prides itself on being safe and responsible with firearms in all situations—from using them outdoors to storing them safely at home. Sometimes, however, unusual conditions such as extremely dry environments require an extra level of awareness and safety on the part of shooters.

Wildfires have many possible causes. The National Shooting Sports Foundation, the trade association for the firearms and ammunition industry, reminds all shooters that during dry and hot weather conditions their use of certain ammunition and targets could accidentally ignite a wildfire. NSSF reminds all target shooters and hunters, as well as other outdoor enthusiasts, to consider the potential consequences of their activities in fire-prone environments.

**Shooters & Hunters:**

**Help Prevent Wildfires.**

- Make it a point to know the regulations and rules related to shooting in areas experiencing dry and hot conditions, whether on public or private land or at shooting ranges. Many national forests, for example, do not allow recreational shooting when fire restrictions are in effect.

- Consider the type of ammunition and targets you are using. Minimize the risk of fires by not using steel-jacketed ammunition, ammunition with steel-core components, tracer rounds or exploding targets in fire-prone areas.

- Remember that equipment, such as cars and ATVs, can have extremely hot exhaust systems that could ignite dry vegetation, so park only in designated areas.

- Extinguish and dispose of smoking materials safely.

- Follow guidelines to extinguish campfires.

- Warn others of potential dangers and behaviors for starting wildfires.

- Report any wildfire you see to authorities.

- Spread this message to other target shooters, hunters and outdoor enthusiasts.
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 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
All Maryland hunters must comply with the Hunter Education and Safety Requirement (pg. 8).

You are not required to possess a Maryland hunting license if you are:

• a resident of Maryland (or 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 (or their 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 (or their spouse) who owns a contiguous piece of farmland that is in both Virginia and Maryland and the person’s primary residence is on the Virginia portion of the property. Thus, they may hunt on the Maryland portion of the property without a Maryland hunting license. This also applies to the owner’s children and grandchildren if they are under the age of 16.
• A Maryland resident serving in the Armed Forces who 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 Armed Forces who has a service-connected disability and possesses a valid military identification while hunting.
• A person who is a retired former member of the 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 armed forces 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 DNRid number available through the COMPASS portal at compass.dnr.maryland.gov/ or any Licensing and Registration Service Center (pg. 6) OR a Sport License agent.

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 the website dnr.maryland.gov/publiclands/Documents/UDisabilityPass.pdf. See Public Hunting Lands (pgs. 60–63) for areas that have provisions for the mobility impaired. Please contact each area for their specific conditions.

Purchasing Your Hunting Licenses, Stamps and Permits
A DNRid number is required to obtain hunting and trapping licenses, stamps and permits.

• DNRid Card and number, hunting licenses, stamps, permits and Big Game Harvest Records are available through:
  » COMPASS portal at compass.dnr.maryland.gov.
  » Licensing and Registration Service Centers by appointment only- Hours, addresses and phone numbers are listed in the front of the guide.
  » Sport License Agents- A list of agents is available at: dnr.maryland.gov/Pages/ licensings.aspx and your local 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 compass.dnr.maryland.gov. You may print your license and receipt at the end of your purchase. A confirmation email will be provided shortly after purchase. You may print or reprint your license then and do so any time through the COMPASS portal. 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 Visa, Master Card or Discover.

You may obtain a Hunting License Application by calling a Licensing and Registration Service Center or from the website: https://dnr.maryland.gov/Pages/durforms.aspx. Complete all applicable sections and mail it with the appropriate fee to any Licensing and Registration Service Center (pg. 6).

Lost or damaged hunting licenses can be reprinted for free. Call any Licensing and Registration Service Center, email customerservice.dnr@maryland.gov or log into your account at compass.dnr.maryland.gov.
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HUNTING REGULATIONS

Hunting Regulations and Requirements

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 coyotes.
- It is a violation of law to cast the rays of an artificial light from a vehicle on dwellings or buildings, fields, livestock, orchards, wild mammals and birds, or woods. 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 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 night-time during open season with the use of a dog and light.
- Safety Zones: It is illegal to hunt, shoot or trap wildlife within 150 yards of any building or camp occupied by human beings without permission of the owner or occupant. For archery hunters this distance is 100 yards in Anne Arundel County and 50 yards in Allegany, Calvert, Carroll, Cecil, Frederick, Garrett, Harford, Montgomery, St. Mary’s, and Washington counties. In Harford, archers must use a tree stand when hunting between 50 and 100 yards of any building or camp occupied by human beings. In Montgomery and Washington counties, archers must be in an elevated position when hunting between 50 and 100 yards of any building or camp occupied by human beings.
- A person may not shoot at any wild bird or mammal while it is within the safety zone.
- It is unlawful to discharge a firearm within 300 yards of a public or non-public 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 tamper with and remove the catch from any legally set trap.

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 read Bulletin EB357 (Landowner Liability and Recreational Access) at the University of Maryland Extension’s website (https://extension.umd.edu/resource/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 2 inches in width and 8 inches in length must be centered at least 3 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. 47 and 58).
- 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. 24), turkeys (pg. 37), small game (pg. 32) and furbearers (pg. 54) 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 Department of Natural Resources. 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 Color Clothing Requirements and Exceptions

Daylight fluorescent orange or daylight fluorescent pink clothing promotes hunter safety because it is easy for other hunters to see outdoors. Except as noted in the exemptions below, a daylight fluorescent color 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 color clothing when hunting.

Whenever hunting, both hunters and companions must wear either:
- a cap of solid daylight fluorescent orange or daylight fluorescent pink 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 daylight fluorescent orange or fluorescent pink color worn as an outer garment at all times; or
- an outer garment of camouflage daylight fluorescent orange or daylight fluorescent pink worn above the waist which contains at least 50 percent daylight fluorescent color.

Persons required to wear fluorescent color clothing 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 daylight fluorescent orange or daylight fluorescent pink color or a panel, band, strip, or garment containing at least 250 square inches (approximately 16 inches by 16 inches) of solid daylight fluorescent orange or daylight fluorescent pink color.

Be aware that:

- **Property owners and their spouses and children** (while hunting on the property owned) are required to wear fluorescent color clothing.
- Those who **hunt with archery equipment** during the Junior Deer Hunt Days, Deer Firearms Season, Deer Muzzle-loader Season and Primitive Deer Hunt Days are required to wear fluorescent color clothing.
- Deer **archery hunters** hunting in Allegany, Frederick, Garrett and Washington counties during the open black bear season are required to wear fluorescent color clothing.

Those exempt from the requirement of wearing fluorescent color clothing 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, coot, crow, dove, ducks, furbearing mammals, geese, rails, snipe, wild turkey.

### SAFETY TIPS

#### HUNTING SAFETY TIPS

Tree stand accidents are the leading cause of hunter injuries in Maryland. Most tree stand accidents occur in the transition between a climbing device and the tree stand.

- Always practice and understand the manufacturer’s recommendations for use of any climbing equipment or tree stand.
- Keep all tree stands, and climbing equipment in good repair.
- Practice with stands, harness, and climbing equipment at ground level first.
- Use only full-body safety harness/fall restraint systems and a lifeline when climbing a tree or in a tree stand.
- Only climb healthy trees. Even live 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.
- Wear boots with non-skid soles to prevent slips.
- Use a haul line to get hunting equipment into and out of your stand. Guns should be unloaded and broad heads covered.
- Don’t fall asleep in your stand.
- Tell others where you will hunt and when you will return.

#### FIREARMS SAFETY TIPS

- Treat every gun as if it were loaded.
- 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.
- Unload guns and open the action when not in use.
- Never climb or jump 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 safely and securely.
- Never use alcoholic beverages or medications before or during the use of a firearm.

#### ARCHERY SAFETY TIPS

- Be sure of your target and what is beyond it before you shoot.
- Keep broadheads covered and only knock an arrow or load a bolt when you are ready to shoot.
- Never run, climb or jump with knocked arrow or a bolt loaded in a crossbow.
- Keep hands away from drawn crossbow strings and cables.
- Practice frequently with your hunting arrows and bolts to know your accuracy and distance limitations.
- Always use manufacturer recommended arrow or bolt weights.

#### TURKEY HUNTING SAFETY TIPS

- Follow all firearms hunting safety recommendations.
- Call out in a loud, clear voice to announce your presence to other approaching hunters.
- Don’t wear red, white, blue or black colors that may be mistaken for the colors of a wild turkey gobbler.
- Cover harvested turkeys and decoys when carrying them.
- Stalking turkey sounds may put you and the hunter making them in danger.
- Protect your back from other hunters approaching from behind.

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**ATTENTION HUNTERS**

Trespassing on posted property is a serious crime and punishable under Md. Criminal Law §6-402. A first offense is punishable by imprisonment of up to 90-days or a fine not exceeding $500, or both.

This includes all private land adjacent to public hunting areas.
Deer hunting regulations are divided by regions. There are two Deer Management Regions whose dividing line is in Washington County (see map, pg. 18). There are also rules and seasons for archery, firearms (including air guns) and muzzleloader deer hunting.

**Junior Deer Hunt Days** ............................................................... pg. 20
**Antlered White-tailed Deer, Statewide Seasons** ......................... pg. 20
**Antlerless White-tailed Deer Seasons, Region A** ......................... pg. 21
**Antlerless White-tailed Deer Seasons, Region B** ......................... pg. 22
**Sika Deer Seasons** .................................................................. pg. 23
**Sunday Deer Hunting** ............................................................... pg. 24
**Archery Deer Hunting Regulations** ........................................... pg. 26
**Muzzleloader Deer Hunting Regulations** ..................................... pg. 27
**Firearms and Air Gun Deer Hunting Regulations** ....................... pg. 28
**Chronic Wasting Disease in Maryland** ....................................... pg. 30
**Managed Deer Hunting Programs** ............................................ pg. 32
**Deer Processors** ...................................................................... pg. 33

**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 (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 8–12) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
- An Archery Stamp is required for Archery Deer Season and when using bows during the Primitive Deer Hunt Days. A Muzzleloader Stamp is required for Muzzleloader Deer Season and when using a muzzleloader during the Primitive Deer Hunt Days (pgs. 20–23).
- There are tagging and checking requirements for all deer harvested. See Deer and Turkey Tagging and Checking for instructions (pgs. 38–42).
- There are daylight fluorescent color clothing requirements to hunt deer. See Fluorescent Color Clothing Requirements and Exceptions (pg. 14).
- Archery equipment may be used to hunt deer during all of the deer hunting seasons. This includes the Junior Deer Hunt Days. **Hunters may only use long bows or recurve bows during the Primitive Deer Hunt Days.**
- Muzzleloading firearms may only be used to hunt deer during the Muzzleloader Season, Firearms Season, Junior Deer Hunt Days and Primitive Deer Hunt Days. **Hunters may only use flintlock or sidetlock percussion muzzleloaders during the Primitive Deer Hunt Days.**
- Muzzleloading revolvers are prohibited during the Primitive Deer Hunt Days.
- Shotguns or rifles and handguns that fire straight-walled cartridges may be used to hunt deer in all counties during the Firearms Season and Junior Deer Hunt Days.
- Rifles and handguns that shoot bottleneck cartridges may only be used to hunt deer during the Firearms Season and Junior Deer Hunt Days in certain counties and areas (see map and description, pg. 19).
- Air guns that shoot bullets, arrows or bullets may be used to hunt deer in all counties during the Firearms Season and Junior Deer Hunt Days only.
- Deer harvested must count toward 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 toward the Archery Season bag limit.
  - Hunters **may not carry archery equipment and muzzleloaders at the same time** when Archery Season and Muzzleloader Season are in concurrently. This includes the Primitive Deer Hunt Days.
  - Telescopic and electronic aiming devices may be used on all devices legal for hunting deer during the Archery, Muzzleloader and Firearms Seasons and Junior Deer Hunt Days. **Telescopic and electronic aiming devices may not be used during the Primitive Deer Hunt Days.**
  - 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.
- Only one antlered white-tailed deer may be taken per day within the season bag limits. There is no restriction on the number of antlerless deer that may be taken per day within the season bag limits.
- Antlered and antlerless deer may be harvested in the same day within their prescribed bag limits.
- 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 chart, pg. 24).
- **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 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 deer hunting 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 a 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 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 buildings or dwellings, fields, livestock, orchards, wild mammals and birds or woods. See General Hunting Regulations for exceptions (pg. 14).
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DEER HUNTING

REGION A: Allegany County, Garrett County and the western portion of Washington County (Zone 2, Private Land Code Areas 250 and 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, the eastern portion of Washington County, Zone 1, Private Land Code Area 252, 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.
See page 42 for descriptions of Frederick and Worcester County sections where only shotguns or straight-walled cartridge rifles and handguns may be used to hunt deer. See pages 20–30 for deer hunting firearms regulations.

Frederick County shotgun, straight-walled, and handguns map is available here:
https://dnr.maryland.gov/Wildlife/Pages/hunt_trap/FredCty_DeerHuntingZones.aspx
**JUNIOR DEER HUNT DAYS AND BAG LIMITS 2022**

<table>
<thead>
<tr>
<th>DATES</th>
<th>REGION/DEER</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nov. 12, Statewide</td>
<td>Region A White-Tailed Deer</td>
<td>1 antlered or 1 antlerless deer</td>
</tr>
<tr>
<td>Sunday, Nov. 13 in certain counties (see Sunday Hunting Chart, pg. 24.)</td>
<td>Region B White-Tailed Deer</td>
<td>3 deer, no more than 1 may be antlered</td>
</tr>
<tr>
<td></td>
<td>Sika Deer</td>
<td>1 antlered or 1 antlerless deer</td>
</tr>
</tbody>
</table>

(See map for regions, pg. 18.)

Junior Deer Hunt 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. 12).
- They 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.

### Antlered White-Tailed Deer Statewide Seasons and Bag Limits 2022–2023

<table>
<thead>
<tr>
<th>SEASON</th>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery</td>
<td>Sep. 9–Oct. 19, Sunday Oct. 23, Oct. 24–Nov. 25, Dec. 12–Dec. 16, Sunday Jan. 1, Jan. 2–Jan. 5, Jan. 9–Jan. 31, Archery Season is also open Jan. 6–Jan. 8 in Region A, Feb. 1–Feb. 3 for Primitive Deer Hunt Days, see the following regulations.</td>
<td>2 total for all seasons combined No more than 1 in any weapon season A third antlered white-tailed deer may be taken only in Region B as a bonus antlered deer (see requirements below)</td>
</tr>
<tr>
<td>Firearms</td>
<td>Nov. 26–Dec. 10, Firearm Season is also open Jan. 6–Jan. 8 in Region B only.</td>
<td></td>
</tr>
</tbody>
</table>

* The Bonus Antlered Deer Stamp may not be used during the Oct. 20-22, 2022 Muzzleloader Season. On these same dates, only one (1) deer total (antlered or antlerless) may be taken in Region A. See map for regions, pg. 18.

- The antlered white-tailed deer bag limit is statewide and applies to both Region A and Region B together.
- Hunters may only harvest one antlered white-tailed deer per day within the season bag limits.

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.

- 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 one antlered white-tailed deer within the yearly bag limit that does 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 have at least three points on one antler.
  - These deer may be taken in any order within the existing bag limit.

- Junior Deer Hunt 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.

- Daily deer shooting hours for Junior Hunt Days are one half hour before sunrise to one half hour after sunset.

- Junior hunters are NOT required to comply with the antler point restriction during any of the deer seasons (see Whitetailed Deer Antler Point Restrictions).

- All Junior hunters, 16 years of age or younger, are NOT required to comply with the antler point restriction during any of the deer seasons.

**Primitive Deer Hunt Days**

- Hunters may only use long bows, recurve bows or flintlock and side-lock percussion muzzleloading rifles or handguns during these days. Muzzleloading revolvers are prohibited during the Primitive Deer Hunt Days.

- The use of draw-locks and telescopic or other electronic aiming devices are prohibited.

- Antlered white-tailed deer taken with a bow during the Primitive Deer Hunt Days will count towards the regular antlered archery bag limit.

- Antlered white-tailed deer taken with a muzzleloader during the Primitive Deer Hunt Days will count towards the regular antlered muzzleloader bag limit.

- All deer hunters must wear fluorescent color clothing during the Primitive Deer Hunt Days.

**Bonus Antlered Deer**

- Hunting license holders may purchase a Bonus Antlered Deer Stamp to take one additional antlered white-tailed deer in Region B, or to take an antlered deer in Region A when they have already harvested an antlered deer in Region B during the same weapon season.

- Hunters may only use one Bonus Antlered Deer Stamp per license year in the season of their choice (Archery, Muzzleloader, or Firearms), except for the Bonus
Antlered Deer Stamp may not be used during the Oct. 20–Oct. 22, 2022 portion of the Muzzleloader Season.

- Those who may hunt without a license (pg. 12) and those who possess an Apprentice Hunting License (pg. 8) do not need to purchase a Bonus Antlered Deer Stamp to take the bonus antlered white-tailed deer.
- A Bonus Antlered Deer Stamp must be purchased by hunting license holders prior to pursuing the bonus antlered deer.
- Hunters may harvest an antlered white-tailed deer in Region B and then use the Bonus Antlered Deer Stamp to take another antlered white-tailed deer in Region A in the same weapon season. However, hunters in Region A may take no more than one antlered deer in a weapon season and no more than two antlered deer total for all seasons combined.
- The bonus antlered deer may not be harvested on the same day one is taken under the regular bag limit.
- Hunters must use the Bonus Antlered Deer Stamp in order to:
  » Take a second antlered deer in one weapon season, OR;
  » In Region B, if the hunter has taken an antlered white-tailed deer in each of two weapon seasons already, they may use the bonus antlered deer stamp to take a third antlered white-tailed deer in a remaining weapon season.
  » In no case may a hunter take more than two antlered white-tailed deer in any single weapon season or more than three total for the license year.
  » Sika deer may not be taken as bonus antlered deer.

### ANTLEER POINT RESTRICTION

- Doesn’t meet point restriction.
- Meets point restriction.

These deer may be taken in any order within the bag limit.

Hunters may harvest one antlered white-tailed deer within the yearly bag limit that does 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.

### ANTLEERLESS WHITE-TAILED DEER SEASONS AND BAG LIMITS REGION A 2022–2023

<table>
<thead>
<tr>
<th>SEASON</th>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Jan. 1, Jan. 2–Jan. 31, Feb. 1–Feb. 3 for Primitive Deer Hunt Days,</td>
<td>No more than 1 in any weapon season</td>
</tr>
<tr>
<td></td>
<td>see the following regulations.</td>
<td>A third antlerless deer may be taken during the Primitive Deer Hunt Days</td>
</tr>
<tr>
<td>MUZZLELOADER</td>
<td>Department Of Natural Resources Public Lands:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>*Oct. 20–Oct. 22 and Dec. 31</td>
<td></td>
</tr>
<tr>
<td></td>
<td>All Other Lands:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Oct. 20–Oct. 22 and Dec. 29–Dec. 31</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Feb. 1–Feb. 3 for Primitive Deer Hunt Days, see the following regulations.</td>
<td></td>
</tr>
<tr>
<td>FIREARMS</td>
<td>Department of Natural Resources Public Lands:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Dec. 3, Dec. 10</td>
<td></td>
</tr>
<tr>
<td></td>
<td>All Other Lands:</td>
<td></td>
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<td>Dec. 3, Dec. 9–Dec. 10</td>
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*Only one (1) deer total (antlered or antlerless) may be taken in Region A during the Oct. 20–22, 2022 Muzzleloader Season. See map for regions, pg. 18.

- In Region A, hunters may harvest only two antlerless deer total during the Archery, Muzzleloader, and Firearms seasons combined. Hunters may take a third antlerless deer during the Primitive Deer Hunt Days. No more than one antlerless deer may be taken in any weapon season excluding the Primitive Deer Hunt Days.
- 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.

### Primitive Deer Hunt Days
- Hunters may only use long bows, recurve bows or flintlock and sidelock percussion muzzleloaders during these days. Muzzleloading revolvers are prohibited during the Primitive Deer Hunt Days.
- The use of draw-locks and telescopic or other electronic aiming devices are prohibited.
- Antlerless deer taken during the Primitive Deer Hunt Days do not count against the regular Region A antlerless bag limits.
- All deer hunters must wear fluorescent color clothing during the Primitive Deer Hunt Days.

#### Region A Public Lands

- Region A Department of Natural Resources 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, McCoole FMA, Mount Nebo WMA, Potomac State Forest, Prather’s Neck WMA, Rocky Gap State Park (Designated Areas Only), Savage River State Forest, Sideling Hill WMA, Warrior Mountain WMA, Wolf Den Run State Park, Woodmont NRMA, Youghiogheny Reservoir CWMA and Youghiogheny Scenic Wild River NEA.
**DEER HUNTING**

### ANTLERLESS WHITE-TAILED DEER SEASONS AND BAG LIMITS

**REGION B 2022–2023**

<table>
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<th>SEASON</th>
<th>DATES</th>
<th>BAG LIMIT</th>
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<tr>
<td>FIREARMS</td>
<td>Nov. 26–Dec. 10, Jan. 6–Jan. 8</td>
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</table>

* Suburban Deer Management Zone is comprised of Anne Arundel, Baltimore, Howard, Montgomery, and Prince George’s counties.
See map for regions, pg. 18.

- **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.

- **Primitive Deer Hunt Days**
  - Hunters may only use long bows, recurve bows or flintlock and side-lock percussion muzzleloaders during these days. Muzzleloading revolvers are prohibited during the Primitive Deer Hunt Days.
  - The use of draw-locks and telescopic or other electronic aiming devices are prohibited.
  - **Region B antlerless** white-tailed deer taken with a bow during the Primitive Deer Hunt Days will count towards the regular Region B archery bag limit.
  - **Region B antlerless** white-tailed deer taken with a muzzleloader during the Primitive Deer Hunt Days will count towards the regular Region B muzzleloader bag limit.
  - All deer hunters must wear fluorescent color clothing during the Primitive Deer Hunt Days.

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**BLOOD TRACKING DOGS OF MARYLAND**

Blood Tracking Dogs of Maryland is the Mid Atlantic’s premiere leashed dog tracking service for recovering wounded whitetail deer, using UBT certified dogs. We also offer lost dog recovery during the non-hunting season.

*SERVICE AREA: Maryland, Pennsylvania and Virginia Open 24 Hours a day 7 days a week!*

**CONTACT US BY PHONE:** Darren: 443-293-2395 • AJ: 443-618-5424
**Email:** bloodtrackingdogsLLC@gmail.com or visit [www.bloodtrackingdogsLLC.com](http://www.bloodtrackingdogsLLC.com)
Sika deer bag limits are independent of the white-tailed deer bag limits.
Sika deer daily shooting hours are the same as white-tailed deer; one half hour before sunrise to one half hour after sunset with the exception of certain Sundays in certain counties (see Sunday hunting chart, pg. 24).

- An antlered sika deer is a deer with at least one antler visible above the hairline.
- Bonus Antlered Deer Stamps may not be used to take sika deer.

### Primitive Deer Hunt Days

- Hunters may only use long bows, recurve bows, or flintlock and side-lock percussion muzzleloaders during these days. Muzzleloading revolvers are prohibited during the Primitive Deer Hunt Days.
- The use of drawlocks and telescopic or other electronic aiming devices are prohibited.
- Sika deer taken with a bow during the Primitive Deer Hunt Days will count towards the regular sika archery bag limit.
- Sika deer taken with a muzzleloader during the Primitive Deer Hunt Days will count towards the regular sika muzzleloader bag limit.
- All deer hunters must wear fluorescent color clothing during the Primitive Deer Hunt Days.

### SIKA DEER SEASONS AND BAG LIMITS 2022–2023

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<tr>
<th>Season</th>
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<tr>
<td>Muzzleloader</td>
<td>Antlered or Antlerless: Oct. 20–Oct. 22 and Dec. 17–Dec. 31, Antlerless Only (Region B only): Oct. 24–Oct. 29, Feb. 1–Feb. 3 for Primitive Deer Hunt Days, see the following regulations.</td>
<td>3 deer, no more than 1 antlered</td>
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<td>Firearms</td>
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<td>3 deer, no more than 1 antlered</td>
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### Eby’s Lawn and Garden

Eby’s Lawn and Garden is a family owned and operated business serving the tri-state area since 1979. We would be happy to help you to find the perfect piece of equipment, provide equipment servicing and assist in finding your needed parts!

16409 Fairview Rd
Hagerstown, MD
(301) 733-4158

www.ebyslawnandgarden.com
## Sunday Deer Hunting 2022–2023 (For White-Tailed Deer and Sika Deer)

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

### Counties

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### Archery Season

- **Sunday Land Open:**
  - Designated public lands open to Sunday hunting in Allegany, Cecil, Garrett, St. Mary’s, and Washington counties are: Billmeyer-Belle Grove WMA, C&D Canal Lands, Cunningham Swamp WMA, Dull’s Mountain WMA, Enola WMA, Garret State Forest (SF), Green Ridge SF, Grove Farm WMA, Indian Spring WMA, McLeod’s Farm, Mount Nebo WMA, Old Baltimore WMA, Potomac SF, Prather’s Neck WMA, St. Michael’s SF, Sikes’ SF, Savage River SF, Solding. (See the public lands map)

### Firearm Season

- **Sunday Hunting Hours:**
  - Legal shooting hours for deer are one half hour before sunrise to 10:30 am on this Sunday (applies only where footnoted).
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Archery Deer Hunting Regulations

• A hunting license is required to hunt deer during the Archery Season (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 8–12) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.

• An Archery Stamp (pg. 9) is required to hunt deer during the Archery Season and when using archery equipment during the Primitive Deer Hunt Days except that:
  » Hunters entitled to hunt without a license and hunters with a Senior Lifetime Consolidated License do not need to purchase an Archery Stamp.

• Persons who hunt with archery equipment during the Muzzleloader Season must purchase a Muzzleloader Stamp (see Muzzleloader Deer Hunting Regulations, pg. 27).

• There are tagging and checking requirements for all deer harvested. See Deer and Turkey Tagging and Checking for instructions (pgs. 38–42).

• Archery equipment may be used to hunt deer during the Archery Season, Muzzleloader Season, Firearms Season, Junior Deer Hunt Days and Primitive Deer Hunt Days. Archery hunters may only use long bows and recurve bows during the Primitive Deer Hunt Days.

• Deer taken with archery equipment during the Archery Season, Muzzleloader Season, Firearms Season and Junior Deer Hunt Days must count towards the bag limit of the season in which they are taken, please note:
  » Antlered white-tailed deer taken with a bow during the Primitive Deer Hunt Days will count towards the regular antlered archery bag limit.
  » Region A antlerless white-tailed deer taken during the Primitive Deer Hunt Days do not count against the regular Region A antlerless bag limit.
  » Region B antlerless white-tailed deer taken with a bow during the Primitive Deer Hunt Days will count towards the regular Region B archery bag limit.
  » Sika deer taken with a bow during the Primitive Deer Hunt Days will count towards the regular sika archery bag limit.

• 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.

• Hunters may not carry archery equipment and muzzleloaders at the same time when Archery Season and Muzzleloader Season are in concurrently. This includes the Primitive Deer Hunt Days.

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

• Archery hunters are not required to wear fluorescent color clothing (pg. 14) within the regular Archery Season dates. Archery hunters are required to wear fluorescent color clothing when hunting during the:
  » Junior Deer Hunt Days;
  » Black Bear Season in Allegany, Frederick, Garrett and Washington counties.
  » Deer Muzzleloader Season (including the Region B antlerless white-tailed Muzzleloader Season when it overlaps the Archery Season);
» Deer Firearms Season; and
» Primitive Deer Hunt Days.

• Firearms 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.

Vertical Bow Regulations
• The vertical bow shall have a full draw and pull of 30 pounds or more for deer hunting.
• Draw locking devices and release aids are legal on all vertical bows, except during the Primitive Deer Hunt Days.

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.
• The use of crossbows is prohibited during the Primitive Deer Hunt Days.

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.

Muzzleloader Deer Hunting Regulations
• A hunting license is required to hunt deer during the Muzzleloader Season (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 8–12) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
• A Muzzleloader Stamp (pg. 10) is required to hunt deer during the Muzzleloader Season and when using a muzzleloader during the Primitive Deer Hunt Days except that:
  » Hunters entitled to hunt without a license and hunters with a Senior Lifetime Consolidated License do not need to purchase a Muzzleloader Stamp.
• There are tagging and checking requirements for all deer harvested. See Deer and Turkey Tagging and Checking for instructions (pgs. 38–42).
• Muzzleloading firearms may only be used to hunt deer during the Muzzleloader Season, Firearms Season, Junior Deer Hunt Days and Primitive Deer Hunt Days. Hunters may only use flintlock or sidelock percussion muzzleloaders during the Primitive Deer Hunt Days.
• Deer taken with a muzzleloader during the Muzzleloader Season, Firearms Season and Junior Deer Hunt Days must be tagged and checked. See Deer and Turkey Tagging and Checking (pgs. 38–42) for instructions.
• Muzzleloading firearms may only be used to hunt deer during the Muzzleloader Season, Firearms Season, Junior Deer Hunt Days and Primitive Deer Hunt Days. Hunters may only use flintlock or sidelock percussion muzzleloaders during the Primitive Deer Hunt Days.
• Deer taken with a muzzleloader during the Muzzleloader Season, Firearms Season and Junior Deer Hunt Days must be tagged and checked. See Deer and Turkey Tagging and Checking (pgs. 38–42) for instructions.

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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.

Only flintlock or sideloader percussion muzzleloaders may be used during the Primitive Deer Hunt Days. Muzzleloading revolvers are prohibited during the Primitive Deer Hunt Days.

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.

Muzzleloaders that use smokeless powder are legal for deer hunting. These muzzleloaders must use the equivalent of 60 grains of black powder in rifles or shotguns, and the equivalent of 40 grains of black powder in handguns. Hunters are encouraged to exercise caution when using these types of muzzleloaders, and never use smokeless powder in a muzzleloader not designed for its use.

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, on or leaning against any vehicle. This includes a muzzleloader ready to fire.

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**Hunters should be aware of lead poisoning risks when using lead projectiles**

Even small amounts of lead can cause serious health problems. Young children and pregnant women are particularly susceptible to lead poisoning. Meat from game animals taken with lead fragmenting bullets and shot is a lead poisoning risk. Avoid the use of meat from possibly contaminated wound channels, especially in ground meat. Inspection for and removal of fragments and shot is recommended. To avoid lead contamination further from the impact area, careful shot placement to avoid large bone masses and bullet fragmentation is also recommended.
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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.
- Bottleneck cartridge rifles may only be used to hunt deer during the Firearms Season and Junior Deer Hunt Days in certain counties and locations (see map, pg. 19), subject to local and county ordinances.
- Straight-walled cartridge rifles may be used to hunt deer during the Firearms Season and Junior Deer Hunt Days in all counties and locations in Maryland, subject to local and county ordinances.

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.
- Shotguns may be used to hunt deer during the Firearms Season and Junior Deer Hunt Days in all counties and locations in Maryland, subject to local and county ordinances.

Handgun Regulations
- The handguns referred to here are loaded from the breech of the barrel and use ammunition which produces a muzzle energy of 700 foot pounds or more. Consult ammunition guides for ballistics information.
- Bottleneck cartridge handguns may only be used to hunt deer during the Firearms Season and Junior Deer Hunt Days in certain counties and locations (see map, pg. 19), subject to local and county ordinances.
- Straight-walled cartridge handguns may be used to hunt deer during the Firearms Season and Junior Deer Hunt Days in all counties and locations in Maryland, subject to local and county ordinances.

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 Firearms 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.

Chronic Wasting Disease in Maryland
Chronic wasting disease 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.

This malady is classified as a transmissible spongiform encephalopathy and attacks the brain of cervids, producing small lesions that eventually result in death. The Department of Natural Resources has tested over 11,500 random hunter-harvested deer for chronic wasting disease since 2002, and it was first detected 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, 133 infected deer have been detected in Allegany and Washington counties.

Concerns over chronic wasting disease should not stop hunters from enjoying the hunting season or any venison they may acquire. To date, this encephalopathy 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 and not consume venison from animals known to be infected. 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.
The following taxidermists and meat processors are currently approved to prepare or process deer carcasses or deer parts taken from within the Chronic Wasting Disease Management Area. This provision provides an opportunity for hunters harvesting deer within the disease management area 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 Department of Natural Resources website at dnr.maryland.gov/wildlife for an up to date list of approved processors and taxidermists.

Meat Processors
Banzhoff’s Custom Butchering
Williamsport........................................... 301-223-9326
B&B Butchering, Orleans........................... 301-478-2558
B&B Country Meats, Frostburg.................... 301-689-6225
Clint’s Cuts, Mt. Airy................................. 301-865-5129
Ernst Market, Clear Spring........................ 301-842-2292
Holsinger’s Meats and Deli
Maugansville........................................... 301-733-9263
KD Deer Processing, Frederick.................... 240-285-6143
Leitersburg Butcher Shop
Hagerstown ............................................. 301-491-9911
Mountain Trail Butchers, Clear Spring........... 301-842-1407
Pry’s Deer Processing, Knoxville................... 301-834-8752
Rob’s Deer Shop, Rocky Ridge...................... 301-271-7780
Sunnyland/Ray Burger’s Meats
Williamsport............................................ 301-223-9637
Wolfe’s Deer Shop, Thurmont....................... 240-549-2613
Wolfford’s Meat Shop, Big Pool..................... 301-842-3136

Taxidermists
Baker Taxidermy, Frederick......................... 240-674-2732
Brian Keane Taxidermy, Frederick................. 301-682-9210
Brian McKinley, Cumberland ...................... 240-580-4148
Carver’s Taxidermy, Ijamsville...................... 240-674-9146
Draper’s Taxidermy, Fairplay....................... 301-582-3173
Fairview Wildlife Studio
Hagerstown ............................................. 301-791-1568
Geisinger Taxidermy, Thurmont..................... 301-271-0501
Kaeltz’s Taxidermy, Smithsburg.................... 301-667-2495
Kline’s Taxidermy, Smithsburg..................... 301-416-0201
Martin’s Taxidermy Studio
Boonsboro.............................................. 301-432-5909
Millstone Taxidermy, Hancock...................... 240-520-7226
Mountain Man Taxidermy
Knoxville................................................. 301-834-5197
Natalie’s Taxidermy, Myerstown.................... 240-315-3471
Quirauk Mountain Skull Works
Cascade................................................... 301-331-6916
Richard Kroll, Barton................................ 301-359-5010
Robert Friend, Westernport........................ 301-359-9784
Roger’s Taxidermy, Thurmont....................... 301-606-7015
Steven Fairgrieve, Barton............................ 301-707-9261
South Mountain Taxidermy
Boonsboro.............................................. 301-432-6006
Young’s Wildlife, Frederick......................... 301-788-3860

Management of Chronic Wasting Disease
Due to the detection of this disease in Allegany and Washington counties, the Department of Natural Resources has implemented a number of measures to prevent the unintentional spread of this contagion to other locations in Maryland or surrounding states. The changes outlined below apply only to the Chronic Wasting Disease Management Area on private and public land.

Whole deer carcasses or deer parts cannot be transported out of the disease management area except for:
- Meat with no part of the spinal column, backbone or head attached;
- Hindquarters 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 approved meat processors.

Please check the Maryland Department of Natural Resources website (dnr.maryland.gov/wildlife) for updates on chronic wasting disease surveillance and management in Maryland. Hunter assistance and cooperation is essential to the Department of Natural Resources’ efforts to monitor and manage chronic wasting disease in Maryland.

Carcass Importation Ban
The primary objective in the management of chronic wasting disease 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 chronic wasting disease.

A person may not import the whole carcass of a dead deer, elk or moose into Maryland from another state or province’s designated chronic wasting disease containment, surveillance or management area, unless the final destination of the carcass is within the Maryland Chronic Wasting Disease Management Area or with a chronic wasting disease-approved Maryland processor or taxidermist. Travelers may pass through any part of Maryland with whole carcasses from other state/province chronic wasting disease management 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 Chronic Wasting Disease Management Area:
- Meat with no part of the spinal column or head attached;
- Hindquarters 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 Chronic Wasting Disease Management Alliance website at cwd-info.org for a complete list of state and province chronic wasting disease 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 results.
notification by telephone at 301-334-4255; or by FAX 301-842-1026; or by email to jona-thank.trudeau@maryland.gov.

If you hunt deer, elk, moose or other cervids in other states and/or provinces, particularly those in which chronic wasting disease 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 alliance’s website cwd-info.org and the department’s website dnr.maryland.gov/wildlife.

Taking Deer Carcasses Out of Maryland
Because Maryland is considered a chronic wasting disease 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 chronic wasting disease management area. Hunters are strongly encouraged to check state regulations before transporting deer carcasses.

Managed Deer Hunting Programs

In addition to satisfying licensing, Maryland hunter safety and stamp requirements; lottery selection and a Shooter Qualification Card are required to participate in the following managed deer hunting programs:
- **Gunpowder Falls State Park**
- **Seneca Creek State Park**

Department of Natural Resources Shooter Qualification Card Program
Through the Shooter Qualification Program local sportman’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 **qualification event held at the Notch-cliff Army National Guard Range** in Baltimore County for the Gunpowder Falls and Seneca Creek hunting programs will be held on Dec. 11, 2022 (All hunters must arrive by 9:00 a.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 Department of Natural Resources will issue a press release in the summer announcing the dates for the various qualifications and will list the website addresses of participating sportmen’s clubs and other locations where Shooter Qualifications will be held. The website address for all this information is: dnr.maryland.gov/huntersguide/Documents/shoot_qual_cal.pdf. Hunters interested in participating in managed hunts should contact the organization holding the hunt to learn more about their program and any additional requirements.

For **managed deer hunts** at Gunpowder Falls and Seneca Creek:
- 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.
- Only shotguns using slugs or rifles that fire straight-walled cartridges may be used 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 Gunpowder Falls and Seneca Creek hunts will be allowed to harvest four antlerless deer and approximately one 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.
- If a hunt date is cancelled by the Park Service, those hunters selected may be given preference in the lottery for the following season.

The **Gunpowder Falls State Park, Sweet Air Area** managed deer hunt in Baltimore County has a limit of 60 hunters. For more information call 410-356-9272 between 7:30 a.m.–11:30 a.m. or 410-592-2897. The Gunpowder Falls application is online at dnr.maryland.gov/wildlife/Pages/publiclands/wmacentral.aspx.

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 7:30 a.m.–11:30 a.m. or 301-924-2127. The Seneca Creek application is online at dnr.maryland.gov/wildlife/Pages/publiclands/wmacentral.aspx.

The **Anne Arundel County** managed deer hunt has a limit of 140 hunters. For more information call 410-222-3407 or 410-222-6141 between 8:30 a.m. – 4 p.m. or email rfpdeer00@aacounty.org.

Please visit their website for an application form and a complete list of rules and regulations. aacounty.org/services-and-programs/deer-management-program

The **Anne Arundel County Recreation and Parks Department** 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 and hunting dates 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.
- Hunters must pass background checks and participate in an interview.
- Shotguns and Muzzleloaders are the only firearms allowed for these hunts, but ammunition types are restricted.
- MD residency or active duty military with proof of station in MD is required.
- Hunters must provide their own and use a portable tree stand.
- The use of iron sights and/or scopes is required.
- There is a mandatory hunter meeting. There is a pre-hunt mandatory scout date for each property.
- Additional fees apply.

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.
- Shotguns with slugs are the only firearms allowed during Firearms Season hunts.
• Hunters are responsible for their own safety and the use of a tree harness is encouraged.
• 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.
• Pre-hunt mandatory scout dates are Nov. 5 and Nov. 6, 2022.
• See page 34 for the Smithsonian Environmental Research Center application form.

The Wye Island Natural Resources Management Area 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.

STOP ALL POACHING
TO REPORT A VIOLATION:
Call or text: 443-433-4112 or Email: Mwc.dnr@maryland.gov

ATTENTION SUCCESSFUL DEER HUNTERS!

• You can be eligible to take a tax credit for the qualified expenses of donating processed deer meat to a nonprofit venison donation program.
• An individual can claim a credit of up to $50 for the butchering and processing expenses for an antlerless deer.
• To qualify, a hunter must comply with applicable state hunting laws and regulations. The actual tax credit will be part of your annual Maryland tax filing.

POTOMAC RIVER BOATING REGULATIONS

A person aboard a vessel, raft or tube shall 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 (that portion of the Potomac River and its tributaries above the Maryland/District of Columbia boundary near Little Falls) and its tributaries, during the period beginning at 12:01 a.m. each November 15, and ending at 12 midnight each succeeding May 15. At all other times a vessel, raft or tube shall be equipped with a U.S. Coast Guard approved Type I, II, III or V personal flotation device for each person aboard while underway on the Upper Potomac River and its tributaries.

An individual using a vessel, raft or tube upon any white water portion of any designated stream segment shall wear a U.S. Coast Guard approved Type III or V personal flotation device at all times; see COMAR 08.18.01.08 for a complete listing. Furthermore, an individual using a kayak or covered canoe vessel on a white water portion of a designated stream segment shall wear a safety helmet.

Additionally, no person may use a recreational vessel 16 feet or more in length unless one Type IV throwable personal flotation device is onboard in addition to the total number of wearable personal flotation devices required.

NATURAL RESOURCES POLICE CAREER OPPORTUNITIES

IF YOU HAVE WHAT IT TAKES AND THE DESIRE TO SERVE, WE’RE INTERESTED IN TALKING TO YOU.
To begin your career as a Maryland Natural Resources Police officer, please contact us at NRPrecruiting.dnr@maryland.gov, or visit the Maryland Natural Resources Police Careers page at https://dnr.maryland.gov/nrp/pages/careers.aspx

For more information about Maryland Wildlife Crime Stoppers find us on Facebook: Maryland Wildlife Crime Stoppers
SMITHSONIAN ENVIRONMENTAL RESEARCH CENTER DEER HUNT APPLICATION

Please print. Applications must be legible.

Name: ____________________________________________
Address (street): ______________________________________________________
(city, state, zip): ________________
Telephone (day/evening): ____________________________________________
Active email address (mandatory): ______________________________________
Hunter Safety Card #: ___________________________
DNR ID #: ___________________________
Shooter Qualification #: ___________________________
A copy of your Shooter Qualification Card must be submitted with your application.
Hunter Safety Card #: ___________________________
Hunt from a Vehicle Permit #: ___________________________
Number the hunt date blocks, with #1 being your first choice:

<table>
<thead>
<tr>
<th>November 26, 2022</th>
<th>December 3, 2022</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shotgun with slugs only</td>
<td>Shotgun with slugs only</td>
</tr>
<tr>
<td>December 10, 2022</td>
<td>December 17, 2022</td>
</tr>
<tr>
<td>Shotgun with slugs only</td>
<td>Shotgun with slugs only</td>
</tr>
<tr>
<td>January 7, 2023</td>
<td>Interest in an additional hunt day</td>
</tr>
<tr>
<td>Shotgun with slugs only</td>
<td></td>
</tr>
</tbody>
</table>

Mail this completed application to:
Smithsonian Environmental Research Center, Attention: Joe Brunetti
647 Contees Wharf Rd., Edgewater, MD 21037

Deadline for applications is October 3, 2022.
The lottery drawing will be held on October 7, 2022.
The mandatory scout dates are November 5 and 6, 2022.
Hunter must be able to remove harvested deer from SERC property.

BLACK BEARS IN MARYLAND

Western Maryland (Allegany, Garrett, Frederick and Washington 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, the Department of Natural Resources 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, the department recommends the use of bear pepper spray as an effective, legal and safe bear deterrent. It has a large volume and long shelf life 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 label states that it is for use on bears and has been approved by the Environmental Protection Agency.

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 over 300 other archery hunter cooperators and will make the results even stronger.

If you are interested in becoming an Archery Hunter Survey Cooper, 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.

Below is a permission form that landowners and hunters may use.

PERMISSION TO HUNT AND/OR TRAP

I hereby grant permission to the person named below to hunt and/or trap on my property located at ____________________________ on the following dates: ____________________________________________

Signed: ____________________________

AGREEMENT

In return for the privilege of hunting and/or trapping on this property, I agree to obey the laws, to observe all safety precautions and practices, to observe all property boundaries, to take every precaution against fire, and to assume all responsibility and liability for my person and my property while hunting on the landowners property.

Signed: ____________________________

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

DNR ID #: ____________________________

Date: ____________________________

We appreciate your interest and cooperation.
The 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.

<table>
<thead>
<tr>
<th>Allegany</th>
<th>B&amp;B Butchering .................................................. 301-478-2558</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>B&amp;B Country Meats .................................................. 301-689-6225</td>
</tr>
<tr>
<td>Anne Arundel</td>
<td>Austin’s Deer Processing .......................................... 410-850-5838</td>
</tr>
<tr>
<td></td>
<td>Harwood Butcher Shop ............................................. 410-212-8803</td>
</tr>
<tr>
<td></td>
<td>Ray Hitchcock Taxidermy ........................................... 410-987-6990</td>
</tr>
<tr>
<td>Baltimore</td>
<td>Trophy Care Taxidermy &amp; Deer Processing ............................ 410-282-1118</td>
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<tr>
<td>Calvert</td>
<td>Big Boys Butcher &amp; Deer Processing ................................ 443-534-4555</td>
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<tr>
<td></td>
<td>Rowell’s Butcher Shop ............................................. 443-295-7449</td>
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<tr>
<td>Caroline</td>
<td>Deep Branch Custom Cuts ............................................ 410-310-1246</td>
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<tr>
<td></td>
<td>Frases’ Meat Shop .................................................. 410-673-7249</td>
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<tr>
<td></td>
<td>Knife Box Custom Cuts .............................................. 443-262-5694</td>
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<tr>
<td></td>
<td>Richard’s Deer Shop ................................................ 410-279-0622</td>
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<tr>
<td></td>
<td>Tuckahoe River Deer Processing .................................... 443-786-5199</td>
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<tr>
<td>Cecil</td>
<td>Buckland’s Deer Processing ........................................ 443-350-0573</td>
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<td></td>
<td>Ron Bennett .................................................................. 443-553-4239</td>
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<tr>
<td>Charles</td>
<td>Chuck’s Butcher Shop .............................................. 301-283-0743</td>
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<td></td>
<td>or 301-375-8371 ......................................................</td>
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<td>Dorchester</td>
<td>Bucktown Butcher Shop ............................................... 443-521-4286</td>
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<td>Kramer’s Butcher Shop ................................................ 443-521-7501</td>
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<tr>
<td></td>
<td>The Duck Stop .......................................................... 443-521-7128</td>
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<tr>
<td></td>
<td>or 443-521-2026 .......................................................</td>
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<tr>
<td>Frederick</td>
<td>Clint’s Cuts ............................................................... 301-865-5120</td>
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<td></td>
<td>or 301-748-1505 ......................................................</td>
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<tr>
<td></td>
<td>Eiker’s Deer Processing ............................................. 301-447-2813</td>
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<td>KD Deer Processing .................................................. 240-285-6143</td>
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<td>Pry’s Deer Processing ................................................ 301-834-8752</td>
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<td></td>
<td>Rob’s Deer Shop ........................................................ 301-271-7780</td>
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<td>Wolfe’s Deer Shop ..................................................... 240-549-2613</td>
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<td>Garrett</td>
<td>Ej’s Meat Processing .................................................. 301-245-4409</td>
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<tr>
<td></td>
<td>Hayhurst Custom Meat Processing ................................... 301-334-6238</td>
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<td></td>
<td>Second Chance Farms ................................................. 301-616-7794</td>
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<tr>
<td>Kent</td>
<td>Alexander’s Deer Processing ......................................... 410-441-4121</td>
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<td></td>
<td>John’s Butcher Shop .................................................. 410-778-7794</td>
</tr>
<tr>
<td>Montgomery</td>
<td>KS Kuts ................................................................. 301-606-5205</td>
</tr>
<tr>
<td></td>
<td>or 240-437-1844 .......................................................</td>
</tr>
<tr>
<td></td>
<td>Tim Mullinix ............................................................ 240-246-6199</td>
</tr>
<tr>
<td>Prince George’s</td>
<td>Harwood Butcher Shop ................................................. 410-212-8803</td>
</tr>
</tbody>
</table>

**Somerset**

Eddie Johnson Deer Processing ........................................ 410-603-0017
or 410-603-0046

Holland’s Deer Cutting .................................................. 410-251-7608

**St. Mary’s**

Country Lane Enterprises, 25500 Maidens Lane
Mike McWilliams Wild Game Processors ............................ 301-475-9667 or 240-925-6994

Ridgells Whitetail Butcher Shop ............................ 301-904-0406

**Washington**

Banzhoff’s Custom Butchering ........................................... 301-222-3926

Ernst Market ............................................................. 301-842-2292

Hodgson’s Meats & Deli .................................................. 301-735-9263
or 800-733-8883

Mountain Trail Butchers .............................................. 301-842-1407

Sunnyland/Ray Burger’s Meats .......................................... 301-222-9637

Waldorf’s Meat Shop .................................................... 301-842-3156

**Wicomico**

Longhorn Butcher Shop .................................................. 410-222-3942

Off The Neck ............................................................. 443-783-3036

Wright Brothers Butchery and Taxidermy ............................ 410-546-2053

**Worcester**

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

**Sussex County, Delaware**

Mark’s Meats and More, LLC ........................................ 302-933-0570
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 (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 8–12) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
- There are tagging and checking requirements for all turkeys harvested. See Deer and Turkey Tagging and Checking for instructions (pgs. 38–42).
- 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.
- Daylight fluorescent color clothing 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. 15) for a guide to courteous and safe turkey hunting.

Turkey Hunting Devices and Regulations

- Shotguns cannot hold more than three shells in the magazine and chamber combined. Shotguns capable of holding more than three shells must be plugged with a one-piece filler which cannot be removed from the loading end.
- During the Junior Turkey Hunting Days, Spring Season and Winter Season, hunters may only use shotguns (loaded with #4 shot or smaller), crossbows, air guns that shoot arrows or bolts or vertical bows.
- In the Fall Season, turkey hunters may only use air guns (that shoot arrows, bolts or bullets), crossbows, handguns, shotguns (loaded with #4 shot or smaller or a solid, single projectile), rifles or vertical bows.

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.

<table>
<thead>
<tr>
<th>JUNIOR TURKEY HUNT DAYS AND BAG LIMITS 2023</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DATES</strong></td>
</tr>
<tr>
<td>April 15</td>
</tr>
<tr>
<td>Sunday, April 16</td>
</tr>
</tbody>
</table>

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. 12).
- 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.
- Only bearded turkeys may be harvested in the Junior Turkey Hunting Days and Spring Season.
- Turkeys taken by junior hunters during these days count toward the entire Spring Season bag limit.
- The Junior Turkey Hunting Days bag limit is one bearded turkey per day.
- Daily shooting hours are one half-hour before sunrise to noon for Junior Turkey Hunting Days. See the Sunday hunting chart for Sunday hours within certain counties.
- Hunting Devices for the Junior Turkey Hunting Days are only shotguns (loaded with #4 shot or smaller), crossbows, vertical bows or air guns that shoot arrows or bolts.
- It is illegal to hunt turkeys with the aid of bait or to place bait for turkeys during any turkey season.
- Dogs and organized drives may not be used.

<table>
<thead>
<tr>
<th>SPRING TURKEY SEASON AND BAG LIMITS 2023</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DATES</strong></td>
</tr>
<tr>
<td>April 18–May 23 (includes Sundays in certain counties, see chart)</td>
</tr>
</tbody>
</table>

- Only bearded turkeys may be harvested in the Spring Season.
- The Spring Season bag limit is one bearded turkey per day and two 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. See the Sunday hunting chart for Sunday hours within certain counties.
- Spring Turkey Season daily shooting hours for May 10 through May 23 are one-half hour before sunrise to sunset. See the Sunday hunting chart for Sunday hours within certain counties.
- Hunting Devices for Spring Turkey Season are only shotguns (loaded with #4 shot or smaller), crossbows, vertical bows or air guns that shoot arrows or bolts.
- It is illegal to hunt turkeys with the aid of bait or to place bait for turkeys during any turkey season.
- Dogs and organized drives may not be used.
FALL TURKEY SEASON AND BAG LIMITS 2022

<table>
<thead>
<tr>
<th>DATES</th>
<th>AREA</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oct. 29–Nov. 6 (includes Sundays in hunt area counties, see chart)</td>
<td>Allegany, Garrett and Washington counties</td>
<td>Fall and Winter Seasons have a combined bag limit of 1 turkey of either sex</td>
</tr>
</tbody>
</table>

- The combined bag limit for the 2022 Fall and 2023 Winter Seasons is one turkey of either sex.
- Fall Turkey Season daily shooting hours are one half hour before sunrise to one half hour after sunset.
- Hunting Devices for Fall Turkey Season are only airguns (that shoot arrows, bolts or bullets), crossbows, handguns, shotguns (loaded with #4 shot or smaller or a solid, single projectile), rifles or vertical bows.
- It is illegal to hunt turkeys with the aid of bait to or place bait for turkeys during any turkey season. However, during the fall season only, 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 daylight fluorescent color clothing especially when other hunting seasons are open at the same time.

WINTER TURKEY SEASON AND BAG LIMITS 2023

<table>
<thead>
<tr>
<th>DATES</th>
<th>AREA</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jan. 19–21</td>
<td>STATEWIDE</td>
<td>Fall and Winter Seasons have a combined bag limit of 1 turkey of either sex</td>
</tr>
</tbody>
</table>

- The combined bag limit for the 2023 Winter and 2022 Fall Seasons is one turkey of either sex.
- Winter Turkey Season daily shooting hours are one half hour before sunrise to one half hour after sunset.
- Hunting Devices for Winter Turkey Season are only shotguns (loaded with #4 shot or smaller), crossbows, vertical bows, or air guns that shoot arrows or bolts.
- It is illegal to hunt turkeys with the aid of bait to or place bait for turkeys during any turkey season.

SUNDAY TURKEY HUNTING 2022–2023

Sunday hunting is permitted on April 16 (Junior Hunt Day) and all Sundays during any open turkey season with these restrictions, in these counties and locations.

<table>
<thead>
<tr>
<th>COUNTY</th>
<th>LOCATION</th>
<th>TIME RESTRICTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Calvert, Caroline, Carroll, Charles, Kent, Queen Anne’s</td>
<td>Private lands only</td>
<td>No special time restriction on Sundays</td>
</tr>
<tr>
<td>Dorchester</td>
<td>Private and public lands</td>
<td>No special time restriction on Sundays</td>
</tr>
<tr>
<td>Allegany, Cecil, Garrett, St. Mary’s, and Washington</td>
<td>Private and designated public lands*</td>
<td>No special time restriction on Sundays</td>
</tr>
<tr>
<td>Talbot</td>
<td>Private lands only</td>
<td>Legal shooting hours on Sundays are from ½ hour before sunrise until 10:30am</td>
</tr>
<tr>
<td>Somerset</td>
<td>Private lands and public land leased to a hunt club only</td>
<td>Legal shooting hours on Sundays are from ½ hour before sunrise until 10:30am</td>
</tr>
</tbody>
</table>

* Designated public lands open to Sunday hunting in Allegany, Cecil, Garrett, St. Mary’s and Washington counties are: Billmeyer-Belle Grove WMA, C&D Canal Lands, Cunningham Swamp WMA, Dan’s Mountain WMA, Earlville WMA, Garrett State Forest (SF), Green Ridge SF, Grove Farm WMA, Indian Springs WMA, McCoole FMA, Mount Nebo WMA, Old Bohemia WMA, Potomac SF, Prather’s Neck WMA, Saint Inigoes SF, Salem SF, Savage River SF, Sideling Hill WMA and Warrior Mountain WMA.
All hunters, including those who may hunt without a license (pg. 12), must complete the tagging and checking procedure for each deer and turkey taken. In order to check in their deer or turkey, hunters must have a DNReq number that is available through the COMPASS portal at compass.dnr.maryland.gov OR any Department of Natural Resources Licensing and Registration Service Center (pg. 6) OR a Department of Natural Resources Sport License Agent.

Before moving a deer or turkey from the place of kill, hunters must do the following:

1. Complete a Deer and Turkey Field Tag at the place of kill in ink and attach it to the animal, or;
2. Check in the animal at the place of kill and receive a confirmation number that can be furnished upon request.

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

If a confirmation number is obtained at the place of kill, the deer or turkey can be moved/transported untagged. Deer and turkeys cannot be moved or transported untagged if a confirmation number has not been received. Deer and turkeys must also be field tagged when giving, putting, or leaving them in possession of another person, or when left unattended; whether or not a confirmation number has been received. In this case, the tag shall remain attached until the animal is processed by the hunter for consumption, disposed of by a processing facility or left with a taxidermist.

When required, the field tag must be attached to the head of the deer or leg of the turkey. Hunters who plan to have their deer mounted should attach the tag to the antler and not through a hole cut in the ear. Field tags are available in the Maryland Guide to Hunting and Trapping or a tag can be made by the hunter with the appropriate information (hunter name, DNReq number, county of harvest and date of harvest, or a Confirmation Number with the hunter’s name when the animal has been checked in).

Within 24 hours of recovering a deer or turkey harvest, hunters must:

1. Register their game with the Department of Natural Resources using one of the following:
   » the COMPASS portal at compass.dnr.maryland.gov
   » the Maryland Big Game Registration Phone Line 888-800-0121
   » The Department of Natural Resources 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.
2. Make a permanent record of their deer or turkey registration by either:
   » Recording the confirmation number on a Big Game Harvest Record (provided with a hunting license) or creating a hard copy record of their own, or;
   » Maintaining an electronic record of the confirmation number on a mobile device.

Harvest records, whether recorded electronically or in hard copy format, must be furnished upon request and remain in possession of the hunter.

Please remember:

• 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 DNReq number when checking in a deer or turkey. The DNReq number is printed on all hunting licenses.
• 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 and 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 registered and the confirmation number received.
• 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 and Trapping (or a tag with the appropriate information can be made by the hunter) for this purpose.
• If the hunter uses all of the spaces on the Big Game Harvest Record attached to the hunting license, additional Big Game Harvest Records can be created by the hunter or obtained free of charge through the COMPASS portal at compass.dnr.maryland.gov OR any Licensing and Registration Service Center (pg. 6) OR a Sport License Agent.
To check in your deer or turkey the following will be required:

Your DNRid 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. 40–42): __________

— Or —

The public land code for the place of harvest (pg. 40): ____________________________

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.

County Code Numbers

<table>
<thead>
<tr>
<th>County</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
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<td>01</td>
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<tr>
<td>Anne Arundel</td>
<td>02</td>
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<td>Baltimore</td>
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<td>Carroll</td>
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<td>Cecil</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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<tr>
<td>Frederick</td>
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<tr>
<td>Garrett</td>
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<tr>
<td>Harford</td>
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<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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<td>St. Mary’s</td>
<td>18</td>
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<tr>
<td>Somerset</td>
<td>19</td>
</tr>
<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>

Visit Our Pro Shop Today!

2195-A Old Philadelphia Pike
Lancaster, PA 17602
717-394-7229 • LancasterArchery.com

Mon, Wed, Thurs: 9am - 8pm
Tues & Fri: 9am - 6pm
Sat: 8am - 4pm
How to Use These Maps

- Maryland counties and their respective Private Land Codes are displayed geographically on pages 40–42.
- Find the place of harvest and the corresponding private land code number on the map, or use the land code number from the chart, and provide the code number at check in.
A Public or Private Land Code is Required for Checking Your Deer or Turkey.
DEER AND TURKEY TAGGING & CHECKING

How to Use These Maps

- Find your place of harvest and the corresponding private land code number on the maps, or the public land code number from the chart, and provide the code number at check in.

Frederick and Worcester County areas where only shotguns or straight-walled cartridge rifles and handguns may be used to hunt deer. Note: bottleneck cartridge handguns can be used throughout Frederick County (see maps at https://dnr.maryland.gov/wildlife/Pages/hunt_trap/FredCty_DeerHuntingZones.aspx).

- 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 Shooestown Road, then by and with the north side of Shooestown 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 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 Buckystown Pike, then by and with the east side of Buckystown 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 Isle of Wight Bay, then by and with the west boundary of Isle of Wight Bay to the junction with the St. Martin River.

See map on page 19 for all shotgun and rifle counties/areas.
Migratory Game Birds are: brant, coots, doves, ducks, geese, rails, snipe and woodcock. Brant, ducks and geese are referred to as waterfowl.

September Teal Season................................................................. pg. 44
Regular Duck Season ....................................................................... pg. 44
Sea Ducks ........................................................................................ pg. 44
Youth, Veteran and Military Waterfowl Hunting Days ................ pg. 44
Brant Season .................................................................................. pg. 45
Early Canada Goose Seasons ....................................................... pg. 46
Migratory and Late Canada Goose Seasons ............................... pg. 46
Light Goose Seasons ....................................................................... pg. 46
Dove, Woodcock, Rails and Snipe Seasons ................................. pg. 47
Extended Falconry Seasons............................................................. pg. 47
Migratory Game Bird Hunting Rules and Regulations ............... pg. 48
Migratory Game Bird Hunting Devices and Regulations ............. pg. 49

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

Federal Migratory Game Bird Hunting Regulations can be viewed at: dnr.maryland.gov/wildlife/Documents/MGB_FederalHuntingRegs.pdf

Offshore Waterfowl Hunting Rules and 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

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 (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 8–12) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
• A Maryland Migratory Game Bird Stamp (pg. 9) is required of all hunters to hunt all migratory game birds in Maryland. This includes persons not required to have a hunting license and holders of senior hunting licenses.
  » This stamp may be obtained through the COMPASS portal at compass.dnr.maryland.gov/ OR any Licensing and Registration Service Center (pg. 6) OR a Sport License agent.
  » While hunting migratory game birds, hunters must possess the printed validation showing proof of purchase of the Maryland Migratory Game Bird Stamp and Harvest Information Program certification.
  » Hunters are not required to possess or sign the actual stamp.
  » A Federal Migratory Bird Hunting and Conservation Stamp (pg. 9) is required of all hunters 16 years of age or older to hunt brant, coots, ducks and geese. This includes persons not required to have a hunting license (see Who May Hunt Without a License, pg. 12).
  » This stamp may be purchased from National Wildlife Refuges, Post Offices, online at duckstamp.com and through the COMPASS portal at compass.dnr.maryland.gov/ OR any Licensing and Registration Service Center (pg. 6) OR a Sport License agent.
  » If you order your federal duck stamp online (duckstamp.com), you will receive a purchase code. If you purchase your stamp through COMPASS, a sport license agent, online licensing or a 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, thereafter the purchaser must possess the stamp, signed in ink, while hunting waterfowl and coots.
  » This stamp must be signed in ink but does not have to be attached to the hunting license.

• A Harvest Information Program Certification is required of all hunters to hunt all migratory game birds. The certification is free and issued with the Maryland Migratory Game Bird Stamp.
• Hunters must have the printed validation showing proof of purchase of the Maryland Migratory Game Bird Stamp and Harvest Information Program certification in their possession while hunting migratory game birds.
• When you purchase your Maryland Migratory Game Bird Stamp, you will be asked the following Harvest Information Program 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 coots, sea ducks (eiders, long-tailed ducks and scoters), snipe or rails last season?
• A Maryland Snow Goose Conservation Order Hunting Season Permit (pg. 10) 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 and Bag Limits, pg. 46).
• 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. 9). 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 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. 9). For Maryland Offshore Waterfowl Hunting information see: https://dnr.maryland.gov/wildlife/Pages/hunt_trap/offshore_intro.aspx.
The September Teal Season is open in these counties:

- Calvert
- Caroline
- Cecil
- Dorchester
- Harford
- Kent
- Queen Anne’s
- St. Mary’s
- Somerset

- The daily bag limit is six teal. The bag limit may include blue-winged and green-winged teal. The possession limit is 18.
- **Shooting hours** are one-half hour before sunrise to sunset for September Teal Season.

**Duck Season Dates and Bag Limits 2022–2023 (Including Coots)**

<table>
<thead>
<tr>
<th>ZONES</th>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EASTERN ZONE</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Regular Duck Season</td>
<td>Oct. 15–Oct. 22, Nov. 12–Nov. 25, Dec. 15–Jan. 31</td>
<td>see listing below</td>
</tr>
<tr>
<td>Black Duck Season</td>
<td>Nov. 12–Nov. 25, Dec. 15–Jan. 31</td>
<td>2 black ducks</td>
</tr>
<tr>
<td><strong>WESTERN ZONE</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Regular Duck Season</td>
<td>Oct. 1–Oct. 15, Nov. 19–Nov. 25, Dec. 15–Jan. 31</td>
<td>see listing below</td>
</tr>
<tr>
<td>Black Duck Season</td>
<td>Nov. 19–Nov. 25, Dec. 15–Jan. 31</td>
<td>2 black ducks</td>
</tr>
</tbody>
</table>

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

The Eastern Duck Season Zone is open in these counties: Anne Arundel, Calvert, Caroline, Cecil, Charles, Dorchester, Harford, Kent, Queen Anne’s, Saint Mary’s, Somerset, Talbot, Wicomico, Worcester counties; and those portions of Baltimore, Howard, Prince George’s, and Montgomery counties east of a line beginning at I83 at the Pennsylvania state line, following I83 south to the intersection of I83 and I695 (Outer Loop), south following I695 (Outer Loop) to its intersection with I95, south following I95 to its intersection with I495 (Outer Loop), and following I495 (Outer Loop) to the Virginia shore of the Potomac River.

The Western Duck Season Zone open in these counties: Allegany, Carroll, Garrett, Frederick and Washington counties; and: those portions of Baltimore, Howard, Prince George’s, and Montgomery counties west of a line beginning at I83 at the Pennsylvania state line, following I83 south to the intersection of I83 and I695 (Outer Loop), south following I695 (Outer Loop) to its intersection with I95, south following I95 to its intersection with I495 (Outer Loop), and following I495 (Outer Loop) to the Virginia shore of the Potomac River.


The Special Sea Duck Season is no longer included as an option for states in the federal framework of regulations for migratory game birds. The Maryland Department of Natural Resources has retained the Sea Duck Zone in its entirety and sea ducks can be harvested within that zone, or anywhere else in Maryland, as part of the 6 duck daily bag limit during the regular duck season. The bag limit includes 4 sea ducks with no more than 3 scoters, 3 long-tailed ducks, or 3 eiders (only 1 eider hen).

**Duck Season Dates and Bag Limits**

- The daily bag limit for the Regular Duck Season in both the Eastern and Western Duck Zones is:
  - 6 ducks, no more than:
    - 2 mallards (only 1 can be a hen)
    - 3 wood ducks
    - 2 black ducks (Black Duck Season only)
    - 2 canvassbacks
    - 1 pintail
    - 2 redheads
  - 1 scap per day (2 per day from Jan. 9 – Jan. 31)
  - 1 fulvous tree duck
  - 1 mottled duck
  - 4 sea ducks: no more than 3 scoters, 3 long-tailed ducks, or 3 eiders (only 1 eider hen).

- **Other species of ducks** may be taken up to the six duck limit.
- 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.

**Sea Ducks (Scoters, Long-tailed Duck and Eiders)**

- The Special Sea Duck Season is no longer included as an option for states in the federal framework of regulations for migratory game birds. The Maryland Department of Natural Resources has retained the Sea Duck Zone in its entirety and sea ducks can be harvested within that zone, or anywhere else in Maryland, as part of the 6 duck daily bag limit during the regular duck season. The bag limit includes 4 sea ducks with no more than 3 scoters, 3 long-tailed ducks, or 3 eiders (only 1 eider hen).
- For maps and more information on the Special Sea Duck Zone see: [dnr.maryland.gov/wildlife/Pages/hunt_trap/seaducks.aspx](https://dnr.maryland.gov/wildlife/Pages/hunt_trap/seaducks.aspx)
- In the portions of the Special Sea Duck Zone that do not overlap the Offshore Waterfowl Hunting Zone, hunters may only shoot sea ducks. These ducks will count towards their regular daily duck bag limit. Maps of the zones can be found at: [dnr.maryland.gov/wildlife/Pages/hunt_trap/offshore_intro.aspx](https://dnr.maryland.gov/wildlife/Pages/hunt_trap/offshore_intro.aspx)
- Prominent locations where the Sea Duck Zone does not overlap the Offshore Waterfowl Zone include the Atlantic Ocean, Eastern Bay, and the lower Chester, Choptank, and Little Choptank Rivers.

**Youth, Veteran and Military Waterfowl Hunting Days and Bag Limits 2022–2023**

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nov. 5, 2023 and Feb. 4, 2023</td>
<td>see listing below</td>
</tr>
</tbody>
</table>

Statewide Youth, Veteran and Military Waterfowl Hunting Days are open for hunters age 16 or younger, military veterans (as defined in section 101 of title 38, United States Code) of any age and members of the Armed Forces on active duty, including members of the National Guard and Reserves on active duty (other than for training).

To hunt during these days:
- **Youth hunters**, military veterans and active duty military personnel must have a hunting license or be exempt from the license requirement (see Who May Hunt Without a License, pg. 12). Military Veterans and Active Duty Military Personnel must also carry appropriate credentials identifying them as such.
- These hunters must possess the printed validation showing proof of purchase of the [Maryland Migratory Game Bird Stamp](https://dnr.maryland.gov/wildlife/ rượu/pic/MDMGBStamp.png) and [Harvest Information Program certification](https://dnr.maryland.gov/wildlife/Pages/hunt_trap/harvest_info.aspx).
• A Federal Migratory Bird Hunting and Conservation Stamp is not required of those under 16 years of age. This stamp is required of those who are at least 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 assist with decoys, call waterfowl and retrieve downed birds.

Note: Active military and honorably discharged veterans at least 21 years old may possess hunting weapons and hunt while also providing assistance to eligible youth hunters.

The daily bag limit for each Youth, Veteran and Military Waterfowl Hunting Day is:

• 6 ducks, no more than:
  » 4 sea ducks (no more than 3 scoters, 3 long-tailed ducks or 3 eiders)
  » 2 mallards (only 1 can be a hen)
  » 3 wood ducks
  » 2 black ducks
  » 2 canvasbacks
  » 1 pintail
  » 2 redheads
  » 2 scaup
  » 1 fulvous tree duck
  » 1 mottled duck

• 2 brant
• 1 Canada goose in the Atlantic Population Goose Hunt Zone or
• 5 Canada geese in the Late Resident Goose Hunt Zone
• 15 coots
• 25 light geese

Shooting hours are one-half hour before sunrise to sunset for Youth, Veteran and Military Waterfowl Hunting Days.

| BRANT STATEWIDE SEASON AND BAG LIMITS 2022–2023 |
|-------------------------------|---------------|
| DATES | BAG LIMIT |
| Nov. 16–Nov. 25 | 2 per day, possession limit of 6 |
| Dec. 15–Jan. 31 | |

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

Award-winning certified distinguished taxidermist!
State champion waterfowl Maryland eastern regionals. All freeze dry services including velvet antlers and turkey heads done in house.

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www.precisiontaxidermymd.com
The Atlantic Population Hunt Zone includes these counties:
- Anne Arundel
- Baltimore
- Calvert
- Caroline
- Cecil
- Dorchester
- Harford
- Howard
- Kent
- Queen Anne’s
- Somerset
- St. Mary’s
- Talbot
- Wicomico
- Worcester; and
- that portion of Anne Arundel County east of Interstate 895, Interstate 97, and Route 3; and
- that part of Prince George’s County east of Route 301.

The Eastern Zone season is open in these counties:
- Calvert
- Caroline
- Cecil
- Dorchester
- Harford
- Kent
- Queen Anne’s
- St. Mary’s
- Somerset
- Talbot
- Wicomico
- Worcester; and
- that part of Anne Arundel County east of Interstate 895, Interstate 97, and Route 3; and
- that part of Prince George’s County east of Route 301; and
- that part of Charles County east of Route 301.

The Western Zone season is open in these counties:
- Allegany
- Baltimore
- Carroll
- Frederick
- Garrett
- Howard
- Montgomery
- Washington; 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.

The Eastern and Western Zone daily bag limit is eight 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 geese during these September seasons only.

The Late Resident Goose Hunt Zone includes these counties:
- Allegany
- Frederick
- Garrett
- Montgomery
- Washington; and
- that part of Carroll County to the intersection of Route 97, and west of Route 97 to the Pennsylvania line; and
- that portion of Charles County west of Route 301.

The daily bag limit is five 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 GAME BIRD HUNTING

### EARLY RESIDENT CANADA GOOSE SEASON AND BAG LIMITS 2022 — EASTERN & WESTERN ZONES

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>EASTERN ZONE - Sept. 1–15</td>
<td>8 per day possession limit of 24</td>
</tr>
<tr>
<td>WESTERN ZONE - Sept. 1–24</td>
<td>8 per day possession limit of 24</td>
</tr>
</tbody>
</table>

### LATE RESIDENT CANADA GOOSE SEASON AND BAG LIMITS 2022–2023

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nov. 19–Nov. 25</td>
<td>5 per day possession limit of 15</td>
</tr>
<tr>
<td>Dec. 12–Mar. 7</td>
<td>5 per day possession limit of 15</td>
</tr>
</tbody>
</table>

### LIGHT GOOSE STATEWIDE SEASON AND BAG LIMITS 2022–2023

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oct. 1–Nov. 25</td>
<td>no daily bag limit, no possession limit</td>
</tr>
<tr>
<td>Dec. 12–Jan. 31</td>
<td>25 per day, no possession limit</td>
</tr>
</tbody>
</table>

### LIGHT GOOSE CONSERVATION ORDER SEASON AND BAG LIMITS 2022–2023

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nov. 28–Dec. 10</td>
<td>no daily bag limit, no possession limit</td>
</tr>
<tr>
<td>Feb. 1–Feb. 3</td>
<td>no daily bag limit, no possession limit</td>
</tr>
<tr>
<td>Feb. 6–Apr. 15</td>
<td>no daily bag limit, no possession limit</td>
</tr>
</tbody>
</table>

### MIGRATORY CANADA GOOSE (ATLANTIC POPULATION) SEASON AND BAG LIMITS 2022–2023

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dec. 17–Jan. 2</td>
<td>1 per day possession limit of 3</td>
</tr>
<tr>
<td>Jan. 13–Jan. 31</td>
<td>1 per day possession limit of 3</td>
</tr>
</tbody>
</table>

The Atlantic Population Hunt Zone includes these counties:
- Anne Arundel
- Baltimore
- Calvert
- Caroline
- Cecil
- Dorchester
- Harford
- Howard
- Kent
- Queen Anne’s
- Somerset
- St. Mary’s
- Talbot
- Wicomico
- Worcester; 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.

The daily bag limit is one goose (in the Atlantic Population Hunt Zone) and the possession limit is three.

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.

The Light Goose Conservation Order Season Zone includes these counties:
- Anne Arundel
- Baltimore
- Calvert
- Caroline
- Cecil
- Dorchester
- Harford
- Howard
- Kent
- Queen Anne’s
- Somerset
- St. Mary’s
- Talbot
- Wicomico
- Worcester; 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.

A Maryland hunting license (or resident Delaware hunting license) is required to hunt light geese in Maryland during the Light Goose Season (see Hunting Licenses, Stamps and Permits, pgs. 8–12).

The daily bag limit is 25 light geese and there is no possession limit.

The bag limit may include greater snow goose, lesser snow goose and Ross’s goose.

Shooting hours are from one-half hour before sunrise to sunset for the light goose hunting season.
- The Light Goose Conservation Order Season provides additional hunting opportunities and methods to help reduce light goose over-population.
- A Maryland hunting license (or resident Delaware hunting license) is required to hunt light geese in Maryland during the Light Goose Conservation Order Season (see Hunting Licenses, Stamps and Permits, pgs. 8–12).
- Hunters must possess the printed validation showing proof of purchase of the Maryland Migratory Game Bird Stamp (pg. 9) and Harvest Information Program certification to hunt during the Maryland Light Goose Conservation Order Season.
- A $5 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.
- A Federal Duck Stamp is not required when hunting during the Conservation Order Season.
- The Light Goose Conservation Order Season and Zone does not include the Special Sea Duck Zone.
- There is no bag limit or possession limit for the Light Goose Conservation Order Season.
- 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 STATEWIDE SEASON AND BAG LIMITS 2022–2023**

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sept. 1–Oct. 15</td>
<td>15 per day</td>
</tr>
<tr>
<td>Oct. 22–Nov. 25</td>
<td>possession limit of 45</td>
</tr>
<tr>
<td>Dec. 15–Jan. 7</td>
<td></td>
</tr>
</tbody>
</table>

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

**WOODCOCK STATEWIDE SEASON AND BAG LIMITS 2022–2023**

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oct. 19–Nov. 25</td>
<td>3 per day</td>
</tr>
<tr>
<td>Jan. 9–Jan. 21</td>
<td>possession limit of 9</td>
</tr>
</tbody>
</table>

- The daily bag limit is three woodcock and the possession limit is nine.
- Shooting hours are one-half hour before sunrise to sunset for woodcock.

**RAIL STATEWIDE SEASON AND BAG LIMITS 2022**

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sept. 1–Nov. 21</td>
<td>see listing below</td>
</tr>
</tbody>
</table>

- Clapper and King Rails: The daily bag limit is 10 (with no more than one king rail). The possession limit is 30 clapper and king rails (with no more than three 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 STATEWIDE SEASON AND BAG LIMITS 2022–2023**

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sept. 29–Jan. 31</td>
<td>8 per day, possession limit of 24</td>
</tr>
</tbody>
</table>

- The daily bag limit is eight common snipe and the possession limit is 24.
- Shooting hours are one-half hour before sunrise to sunset for common snipe.

**FALCONRY, EXTENDED STATEWIDE SEASONS AND BAG LIMITS 2022–2023**

In addition to the regular open seasons, the Extended Falconry Season dates are as follows for hunting migratory game birds:

- Mourning Doves: Jan. 12–Jan. 31
- Rails: Nov. 23–Jan. 4
- Ducks: Feb. 1–Mar. 10
- Brant: Feb. 1–Mar. 10
- Light Geese: Feb. 23–Mar. 10

Bag limits for each species is three per day, with a possession limit of six.

- 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.

**AYTON TREE NURSERY JUNIOR DOVE HUNT APPLICATION**

Name: ____________________________
Address (street): __________________
(city, state, zip): _______________
Telephone* (day/evening): ___________
Date of Birth: ____________________
Email Address: ____________________
DNR ID #: ________________________

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

<table>
<thead>
<tr>
<th>Date</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>September 1, 2022</td>
<td>September 3, 2022</td>
</tr>
<tr>
<td>September 10, 2022</td>
<td>September 14, 2022</td>
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<tr>
<td>September 17, 2022</td>
<td>September 21, 2022</td>
</tr>
<tr>
<td>September 24, 2022</td>
<td>September 28, 2022</td>
</tr>
</tbody>
</table>

Limit of 4 Junior Hunters per day.
Mail the completed application to:
Ayton Tree Nursery
3424 Gallagher Road, Preston, MD 21655

Deadline for applications is 2 p.m., Aug. 19, 2022.
The lottery drawing will be held at 3 p.m. on August 19, 2022.
Migratory Game Bird Hunting

Rules and Regulations

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

- Daylight fluorescent color clothing is not required to hunt migratory game birds except woodcock. See Fluorescent Color Clothing Requirements and Exceptions (pg. 14).
- 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 completely field dress or breast-out any migratory game bird (except dove) before transporting the birds from the field. The head or one fully-feathered wing must remain attached to all birds (except doves) while being transported from the field until they have arrived at your personal abode or a migratory bird processing facility.
- If you are giving, putting or leaving migratory game birds at any place or in the possession of another person, you must tag each bird with the hunter’s signature, address, hunting license number or DNRid number, the total number and species of birds killed and dates the birds were killed. Tagging is required even if someone else is transporting the bird for you or the bird has been left for cleaning, storage (including temporary storage), shipment or taxidermy services.
- 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 air guns shooting bullets, drugs, explosives, traps, fish hooks, nets, pistols, poisons, rifles, snares, stupefying substances or swivel guns.
- 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 baited 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 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 (burned, knocked down, mowed) 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 ten (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.
- Live ducks, geese, or swans that are either tethered or penned at or near a hunting location.
- 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 the Department of Natural Resources.
- 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 the Department of Natural Resources, except with written permission from the department.
- It is unlawful to hunt wild migratory game birds on Sunday.
- It is against the law to hunt waterfowl from a sink box (low-floating device with depression that conceals the hunter beneath the surface of the water).
- It is unlawful to hunt 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 hunt waterfowl from or by means of any motorboat or sailboat unless the motor has been completely shut off and/or the sails furled and the boat’s progress has ceased.
- It is against the law to hunt migratory game birds while in possession of any electronic calling device from which bird calls are conveyed or amplified and to use recordings of migratory game bird calls or sounds or electronically amplified imitations of bird calls except while hunting light geese during the Conservation Order Season.
- It is unlawful to drive, rally or chase waterfowl with any motorized conveyance or any sailboat to put the birds in the range of hunters.
- Captive-raised mallard ducks may not be released to the wild except under the authority of a Regulated Shooting Area Permit (see Regulated Shooting Areas Requirements, pg. 9), Retriever Training Permit or a Field Trial Permit issued by the Department of Natural Resources.
Migratory Game Bird Hunting Devices and Regulations

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

- It is unlawful to possess an air gun, rifle or pistol at any time while hunting brant, coots, ducks and geese.
- Only shotguns and some archery equipment may be used to hunt migratory game birds.
- 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 hunt with an automatic firearm capable of firing a series of shots with one continuous pull of the trigger.
- 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.

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 cannot be removed from the loading end. Shotguns cannot hold more than three shells in the magazine and chamber combined with the following 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 United States Fish & Wildlife Service) must be used when hunting brant, coots, ducks, geese, rails and snipe. See https://dnr.maryland.gov/wildlife/Pages/hunt_trap/waterfowl_nontoxic_shot.aspx 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.

Archery Equipment

- Vertical bows may be used to hunt migratory game birds.
- Draw locking devices on vertical bows are not permitted when hunting brant, coots, ducks and geese.

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 has been discontinued. 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.

- Hunters may not use or possess shotgun pumpkin balls, sabots or slugs while hunting brant, coots, ducks, geese, rails and snipe.
- Doves and woodcock may be taken with lead shot.
- 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.

<table>
<thead>
<tr>
<th>Species</th>
<th>2022-2023 Hunting Season Dates for Ducks in Maryland</th>
<th>2022-2023 Hunting Season Dates for Geese and Brant in Maryland</th>
</tr>
</thead>
<tbody>
<tr>
<td>Migratory</td>
<td>Daily Bag Limit: 1 p/day</td>
<td>1 p/day</td>
</tr>
<tr>
<td>Population</td>
<td></td>
<td>1 p/day</td>
</tr>
<tr>
<td>AP Hunt Zone: Anne Arundel, Baltimore, Calvert, Caroline, Cecil, Dorchester, Harford, Howard, Kent, Queen Anne’s, Somerset, St. Mary’s, Talbot, Wicomico, and Worcester Counties: that portion of Carroll County east of Route 31 to the intersection of Route 97 and east of Route 97 to the Pennsylvania line: that portion of Prince Georges County east of Routes 3 and 301, and that portion of Charles County east of Route 301 to the Virginia line: 5 per day</td>
<td></td>
<td></td>
</tr>
<tr>
<td>The Eastern Duck Season Zone is: Anne Arundel, Calvert, Caroline, Cecil, Charles, Dorchester, Harford, Kent, Queen Anne’s, Saint Mary’s, Somerset, Talbot, Wicomico, Worcester counties and those portions of Baltimore, Howard, Prince George’s, and Montgomery counties east of a line beginning at 93 at the Pennsylvania state line, following 93 south to the intersection of 93 and I-95 (Outer Loop), south following I-95 (Outer Loop) to its intersection with I-695, south following I-695 to its intersection with I-95 (Outer Loop), and following I-95 (Outer Loop) to the Virginia shore of the Potomac River. The Western Duck Season Zone is that portion of the state not included in the Eastern Zone.</td>
<td></td>
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</tr>
</tbody>
</table>

- Duck Daily Bag Limit: 6 ducks (including mergansers) per day which may include no more than 4 sea ducks (no more than 3 eiders with a maximum of 1 hen eider, 3 long-tailed ducks or 5 scoters), 2 mottled ducks (maximum of 1 hen mottled), 3 wood ducks, 2 black ducks (during black duck season). 2 canvaseshells, 2 redheads, scaup (1 per day, 2 per day from Jan 1-31), 1 fulvous tree duck, 1 mottled duck and 1 pintail. In addition to the duck bag limit hunters may take 15 coots per day. No Open Season for Henquag Ducks and Swans.

- Duck Hunting hours for waterfowl listed here are one half hour before sunrise to one half hour after sunset.

Shooting hours for waterfowl listed here are one half hour before sunrise to one half hour after sunset.
BLACK BEAR HUNTING

Black Bear Hunting Season and Bag Limit 2022

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oct. 24–29</td>
<td>1 per hunter/1 per hunting team</td>
</tr>
</tbody>
</table>

- Black Bear hunting season is open in Allegany, Frederick, Garrett and Washington counties only.
- 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.

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 (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 8–12) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
- A Black Bear Hunting Permit is required to hunt black bear. The hunting permit is only available through the Maryland Black Bear Lottery process as follows:
  » The 2022 Maryland Black Bear Lottery will be open to receive applications July 18 through August 31.
  » Hunters will be able to apply through their COMPASS account at compass.dnr.maryland.gov or at any Sport License Agent (see dnr.maryland.gov/Pages/service_agents.aspx).
  » Each applicant must pay a $15 nonrefundable application fee and may only enter once.
  » Applicants must comply with the Hunter Education and Safety Requirement (pg. 8).
  » The random lottery drawing will be held on September 7, 2022.
  » Hunters will be able to check lottery results by viewing a list of the winning DNRid’s at: https://dnr.maryland.gov/wildlife by close of business on Wednesday, September 7, 2022.
  » The Department of Natural Resources 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 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 toward 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 410-260-8888 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 10 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 daylight fluorescent color clothing (see Fluorescent Color Clothing Requirements and Exceptions, pg. 14).
- 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 unarmed.

Black Bear Tagging and 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 the 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 and 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 Wildlife and Heritage Service at Mt. Nebo Wildlife Management Area 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 and 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.

**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 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.
- **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.

**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 inches 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 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.

**ATTENTION BEAR HUNTERS:**

Be aware that fall turkey season overlaps with bear season on Saturday, October 29. Turkey hunters are not required to wear daylight fluorescent color clothing. **BE SURE OF YOUR TARGET.**

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**PROTECTING AND GROWING MARYLAND AGRICULTURE**

Since 1915, we’ve been committed to protecting and growing Maryland agriculture and preserving rural life. Farm Bureau works closely with county, state, and national elected officials to ensure that working lands remain available for hunting and fishing.

Partnerships between farmers and hunters is essential to controlling the wildlife population and protecting crops in the field.

WWW.MDFARMBUREAU.COM/RURAL-LIFE
SUNDAY SMALL GAME HUNTING 2022–2023

The following small game species may be hunted on all Sundays during their open seasons with these restrictions, in these counties and locations.

Eastern cottontail rabbits, gray squirrels, eastern fox squirrels, red squirrels, quail (closed in Garrett and Allegany counties), ruffed grouse and pheasants.

<table>
<thead>
<tr>
<th>COUNTY</th>
<th>LOCATION</th>
<th>TIME RESTRICTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Allegany, Cecil, Garrett, St. Mary’s and Washington</td>
<td>Private and designated public lands*</td>
<td>No special time restriction on Sundays</td>
</tr>
<tr>
<td>Calvert, Caroline, Charles, Dorchester and Queen Anne’s</td>
<td>Private lands only</td>
<td>Legal shooting hours on Sundays are from ½ hour before sunrise until 10:30 am</td>
</tr>
<tr>
<td>Somerset</td>
<td>Private lands and public land leased to a hunt club only</td>
<td>Legal shooting hours on Sundays are from ½ hour before sunrise until 10:30 am</td>
</tr>
</tbody>
</table>

* Designated public lands open to Sunday hunting in Allegany, Cecil, Garrett, St. Mary’s and Washington counties are: Billmeyer-Belle Grove WMA, C&D Canal Lands, Cunningham Swamp WMA, Dan’s Mountain WMA, Earleville WMA, Garrett State Forest (SF), Green Ridge SF, Grove Farm WMA, Indian Springs WMA, McCool’s FMA, Mount Nebo WMA, Old Bohemia WMA, Potomac SF, Prather’s Neck WMA, Saint Inigoes SF, Salem SF, Savage River SF, Sideling Hill WMA and Warrior Mountain WMA.

Small Game Includes: crows, pheasant, quail, rabbits, ruffed grouse and squirrels.

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

General Small Game Hunting Rules

- Daily small game shooting hours are one half hour before sunrise to one half hour after sunset. See the Sunday hunting chart for Sunday hours within certain counties.
- 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 (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 8–12) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
- Daylight fluorescent color clothing is required to hunt small game except crows (see Fluorescent Color Clothing Requirements and Exceptions, pg. 14).
- The use of decoys, calls and/or recordings may be used for crow hunting.
- It is against the law to hunt any animal other than deer on the first day of Deer Firearms Season, except coyotes.
- Firearms, archery equipment and air guns that shoot bullets, arrows or bolts may be used to hunt small game.
- Shotguns cannot hold more than three shells in the magazine and chamber combined. Shotguns capable of holding more than three shells must be plugged with a one-piece filler which cannot be removed from the loading end.
- 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 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 Regulations for exceptions, pg. 14).

SPECIAL OPPORTUNITY FOR NEW, LAPSED AND YOUTH HUNTERS: STOCKED PHEASANT HUNTS

The Maryland Department of Natural Resources will once again be offering "do-it-yourself" hunts for stocked pheasants. Apprentice license holders, junior license holders, new hunters and hunters who have previously held a Maryland hunting license but have let it lapse are eligible to apply. The pheasant hunts will take place on public lands across the state on November 19 and 20, 2022. Application information, days, locations and other resources are available at: https://dnr.maryland.gov/wildlife/Pages/hunt_trap/Mentored-Hunt-Program.aspx.

For additional information please use the web address listed above or contact Chris Markin at Christopher.Markin@maryland.gov.
## Small Game Seasons, Bag Limits, Locations 2022–2023

*All Sunday hunting dates are in certain counties only, see chart.*

<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><strong>Mammals</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Eastern cottontail rabbit</td>
<td>Nov. 5–Feb. 28</td>
<td>All counties</td>
<td>4 per day</td>
<td>8</td>
</tr>
<tr>
<td>Squirrel (Gray and Eastern Fox)</td>
<td>Sept. 3–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. 3–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 and Garrett counties</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td><strong>Birds</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Quail</td>
<td>Closed Season</td>
<td>Lands owned or managed by the Department of Natural Resources east of the Susquehanna River</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td></td>
<td>Nov. 5–Jan. 15</td>
<td>Private lands east the Susquehanna River and all lands west of the Susquehanna River, excluding Garrett and Allegany Counties</td>
<td>6 per day</td>
<td>12</td>
</tr>
<tr>
<td>Ruffed grouse</td>
<td>Oct. 1–Dec. 31</td>
<td>All counties</td>
<td>2 per day</td>
<td>4</td>
</tr>
<tr>
<td>Pheasant</td>
<td>Nov. 5–Feb. 28</td>
<td>All counties</td>
<td>2 per day- either sex</td>
<td>4</td>
</tr>
<tr>
<td>Crow</td>
<td>Aug. 15–Mar. 15</td>
<td>Wed. – Sat. only</td>
<td>No limit</td>
<td>No limit</td>
</tr>
</tbody>
</table>
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 and furbearer permit are not required to hunt nutria and woodchucks.
- Nutria and woodchucks may be hunted throughout the year, including Sundays.
- Hunters must wear daylight fluorescent color clothing while hunting woodchucks.
- All hunting devices legal for other game animals may be used to hunt nutria and woodchucks.

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

Furbearer Seasons, Bag Limits, Locations and Resident Requirements .................. pg. 55
Furbearer Permit and Exceptions and Trapper Education Requirements .................. pg. 56
Furbearer Hunting and Chasing Regulations .......................................................... pg. 56
Furbearer Trapping Regulations ............................................................................. pg. 57

General Furbearer Regulations

- 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 or trap on private land.
- A hunting license is required to hunt or trap furbearers (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 8–12) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
- A Nonresident Hunting License and Nonresident Trapping License are required of nonresidents to trap furbearers in Maryland (see Other Licenses, pg. 8–9).
- A Furbearer Permit is required to hunt, chase or trap any furbearer in Maryland (see Furbearer Permit and Exceptions, pg. 10).
- The furbearers that may be hunted and trapped are:
  » coyote  » opossum
  » fisher  » raccoon
  » gray fox  » red fox
  » nutria  » skunk
- The following species may only be trapped:
  » beaver  » mink
  » long-tailed  » muskrat
  » weasel  » river otter
- 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 Natural Resources Police (see pg. 6 for addresses).
- The pelts or unskinned carcasses of all fisher and river otter harvested 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 Wildlife and Heritage Service or Natural Resources Police (pg. 6).
- Trappers are required to submit the whole, skinned carcass of any river otter harvested in Allegany and Garrett counties to the Wildlife and Heritage Service. Call 301-334-4255, Mt. Nebo Wildlife Management Area.
- 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 Wildlife and Heritage Service or Natural Resources Police.
- On those lands owned or controlled by the Department of Natural Resources in Caroline, Dorchester, Somerset, Talbot, Wicomico and Worcester counties; only leaseholders or their appointees can hunt or trap furbearers and nutria between Nov. 15 and March 15.
- Fox Restrictions: Some counties have local restrictions governing fox hunting and trapping 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.
- Daylight fluorescent color clothing is not required to hunt or trap furbearers.
- Sunday hunting for certain furbearers is permitted with restrictions in some counties and locations. See the Sunday hunting chart.

SUNDAY FURBEARER HUNTING 2022–2023

The following furbearer species may be hunted on all Sundays during their open seasons with these restrictions, in these counties and locations:

- Coyotes, fishers, foxes, opossums, raccoons and skunks.

<table>
<thead>
<tr>
<th>COUNTY</th>
<th>LOCATION DESCRIPTION</th>
<th>TIME RESTRICTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Allegany, Cecil, Garrett, St. Mary’s and Washington</td>
<td>Private and designated public lands*</td>
<td>No special time restriction on Sundays</td>
</tr>
<tr>
<td>Calvert, Caroline, Charles, Dorchester and Queen Anne’s</td>
<td>Private lands only</td>
<td>Legal shooting hours on Sundays are from ½ hour before sunrise until 10:30 am</td>
</tr>
<tr>
<td>Somerset</td>
<td>Private lands and public land leased to a hunt club only</td>
<td>Legal shooting hours on Sundays are from ½ hour before sunrise until 10:30 am</td>
</tr>
</tbody>
</table>

* Designated public lands open to Sunday hunting in Allegany, Cecil, Garrett, St. Mary’s and Washington counties are: Billmeyer-Belle Grove WMA, C&D Canal Lands, Cunningham Swamp WMA, Dan’s Mountain WMA, Ear ville WMA, Garrett State Forest (SF), Green Ridge SF, Grove Farm WMA, Indian Springs WMA, McCoolie FMA, Mount Nebo WMA, Old Bohemia WMA, Potomac SF, Prather’s Neck WMA, Saint Inigoes SF, Salem SF, Savage River SF, Sideling Hill WMA, and Warrior Mountain WMA.
# Furbearer Seasons, Bag Limits, Locations and Resident Requirements 2022–2023

All Sunday hunting dates are in certain counties only, see chart.

<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><strong>Beaver</strong> – Trapping Only</td>
<td>Dec. 15–March 15</td>
<td>All counties except Allegany and Garrett</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Dec. 1–Mar. 15</td>
<td>Allegany and Garrett counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td><strong>Bobcat</strong></td>
<td></td>
<td>Closed Season</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Coyote</strong> Firearm, Archery and Airgun Hunting</td>
<td>Coyotes may be hunted year-round in all counties, day and night</td>
<td>No limit</td>
<td>No limit</td>
<td></td>
</tr>
<tr>
<td><strong>Coyote and Long-tailed Weasel Trapping</strong></td>
<td>Nov. 15–Feb. 15 in that portion of the state east of the Chesapeake Bay and the Susquehanna River</td>
<td>No limit</td>
<td>No limit</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Nov. 1–Feb. 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><strong>Fisher</strong></td>
<td>Nov. 1–Feb. 1</td>
<td>All counties</td>
<td>2 per day</td>
<td>2 per season</td>
</tr>
<tr>
<td><strong>Fox (Red and Gray)</strong> Trapping, Firearm, Archery and Airgun Hunting</td>
<td>Aug. 1–July 31 Charles and Dorchester counties</td>
<td>No limit</td>
<td>No limit</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Nov. 15–Feb. 15</td>
<td>Caroline, Cecil, Kent, Queen Anne’s, Somerset, Talbot, Wicomico and 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 and Washington counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td><strong>Muskrat and Mink</strong> Trapping Only</td>
<td>Nov. 15–Feb. 15</td>
<td>Allegany, Carroll, Frederick, Garrett, Howard and Washington counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Jan. 1–March 15</td>
<td>Anne Arundel, Calvert, Caroline, Charles, Dorchester, Montgomery, Prince George’s, St. Mary’s, Talbot and Wicomico counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Dec. 15–March 15</td>
<td>Baltimore, Cecil, Harford, Kent, Queen Anne’s, Somerset and Worcester counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td><strong>Nutria</strong></td>
<td>Aug. 1–July 31</td>
<td>All counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td><strong>River Otter</strong> – Trapping Only</td>
<td>Dec. 15–March 15</td>
<td>All counties except Allegany, Carroll, Frederick, Garrett, Howard, Montgomery and Washington</td>
<td>10 per day</td>
<td>10 per season</td>
</tr>
<tr>
<td></td>
<td>Dec. 15–March 15</td>
<td>Carroll, Frederick, Howard, Montgomery and Washington counties</td>
<td>2 per day</td>
<td>2 per season</td>
</tr>
<tr>
<td></td>
<td>Dec. 1–March 15</td>
<td>Allegany and Garrett counties</td>
<td>1 per day*</td>
<td>1 per season*</td>
</tr>
<tr>
<td><strong>Raccoon and Opossum</strong> Chasing - No Kill</td>
<td>Aug. 1–Oct. 14 March 16–July 31</td>
<td>All counties</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td><strong>Raccoon and Opossum</strong> Firearm, Archery, Airgun and Dog Hunting</td>
<td>Oct. 15–March 15</td>
<td>Raccoons and opossums may be hunted in all counties, day and night</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td><strong>Raccoon, Skunk and Opossum</strong> Trapping</td>
<td>Nov. 15–March 15 in that portion of the state east of the Chesapeake Bay and the Susquehanna River</td>
<td>No limit</td>
<td>No limit</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Nov. 1–March 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><strong>Skunk</strong> – Firearm, Archery and Airgun Hunting</td>
<td>Nov. 1–March 15</td>
<td>All counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
</tbody>
</table>
Furbearer Permit and Exceptions and Trapper Education Requirements

Furbearer Permit

- A Furbearer Permit is required to hunt, chase or trap any furbearer.
- A Furbearer Permit (pg. 10) 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. 12) to hunt, chase or trap any furbearer.
- An Individual Furbearer Permit can be purchased by anyone. Those who use it for trapping must meet the conditions of the Trapper Education Requirement listed on this page.
- 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 Department of Natural Resources by September 1 following the end of each permit year.

Furbearer Permit Exceptions

Those who are not required to have a Furbearer Permit are:

- A person who possesses a Wildlife Control Cooperator 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 Department of Natural Resources (or a designee of the department).
- 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 Natural Resources Police, Safety Education and Outreach Unit, 305 Marine Academy Drive, Suite 1, Stevensville, MD 21666, 410-643-8502 or visit: dnr.maryland.gov/ftp/Pages/trappered.aspx
- All trappers are encouraged to participate in a trapper education course. These courses are held statewide.

Furbearer Hunting and Chasing Regulations

- Firearms, archery equipment and air guns 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.
- It is illegal to shoot a beaver, long-tailed weasel, mink, muskrat or river otter.
- 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.
- It is unlawful to hunt any animal other than deer on the first day of Deer FireArms Season, except coyotes.
- Coyotes may be hunted, day and night, year-round in all counties.
- 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.
- 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.
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 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 bolts, bullets, or arrows **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 Department of Natural Resources 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 pgs. 10 and 56). Additional permits may also be required to chase foxes on certain public lands. All activities on Department of Natural Resources owned and managed properties are subject to the department 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** (pgs. 10 and 56) unless exempt from the requirement.
• **Written permission is required** to trap or hunt on another person’s property, including publicly owned properties.
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 47.
- 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. All bobwhite quail hunting is prohibited on lands owned or managed by the Department of Natural Resources east of the Susquehanna River.
- 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 day-light fluorescent color clothing.
- 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 and Heritage Service at 301-478-2690.

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 inches** can be set when partially or totally submerged in water.

Body-gripping traps with a diameter of **eight inches or less** can be set above ground in bogs, flooded non-tidal wetlands, fresh water marshes, tidal wetlands, wooded swamps, 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.

**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.

**FURBEARER HUNTING & TRAPPING**

- 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 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**.

- **Traps set above the waterline** must not exceed a maximum jaw spread of 5½ inches. Traps set below the waterline and completely submerged cannot exceed a maximum jaw spread of 7⅞ 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.)

- **Body-gripping 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 Department of Natural Resources, and according to guidelines established by the department.

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 Department of Natural Resources, and according to guidelines established by the department.

**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 inches can be set when partially or totally submerged in water.

Body-gripping traps with a diameter of eight inches or less can be set above ground in bogs, flooded non-tidal wetlands, fresh water marshes, tidal wetlands, wooded swamps, 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.

**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.

**FURBEARER HUNTING & TRAPPING**

- 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 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**.

- **Traps set above the waterline** must not exceed a maximum jaw spread of 5½ inches. Traps set below the waterline and completely submerged cannot exceed a maximum jaw spread of 7⅞ 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.)

- **Body-gripping 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 Department of Natural Resources, and according to guidelines established by the department.

**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 inches can be set when partially or totally submerged in water.

Body-gripping traps with a diameter of eight inches or less can be set above ground in bogs, flooded non-tidal wetlands, fresh water marshes, tidal wetlands, wooded swamps, 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.

**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.
Junior Hunter Certificates are available through the 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 2022–2023 hunting seasons. Certificates are available through the Official Junior Hunter Certificate Agents listed below.

For more information visit the website at: dnr.maryland.gov/huntersguide/Pages/JrHunter_certprogram.aspx
Public Hunting Lands

Public hunting lands consist of Cooperative Wildlife Management Areas, Fishery Management Areas, Maryland-National Capital Park and Planning Commission managed lands, State Forests including Chesapeake Forest Lands, State Parks (which include Natural Environment Areas and Natural Resources Management Areas), Wildlife Management Areas and other county, federal, municipal and state properties that allow hunting. The following bullets and list contain information about those public hunting lands managed by the Department of Natural Resources.

- 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 for maps, conditions, regulations and information on CFLs.
- Maps of public hunting lands are available on the Department of Natural Resources website (dnr.maryland.gov). A consolidated listing of areas for hunters with mobility impairments can also be found on this website at dnr.maryland.gov/publiclands/Pages/accessibleactivities.aspx?activity=AccessibleHunting.
- Hunters should contact the appropriate managing authority for information on public hunting opportunities not listed here, such as National Wildlife Refuges, military installations, or other government-owned properties.
- CFL - Chesapeake Forest Land
- CMWA- Cooperative Wildlife Management Area
- FMA- Fishery Management Area
- MNPPC- Maryland-National Capital Park and Planning Commission
- NEA- Natural Environment Area
- NRMA- Natural Resources Management Area
- WMA- Wildlife Management Area

ATTENTION HUNTERS

Trespassing on posted property is a serious crime and punishable under Md. Criminal Law §6–402. A first offense is punishable by imprisonment of up to 90-days or a fine not exceeding $500, or both.

This includes all private land adjacent to public hunting areas.

Key

- …..public archery range
- …..provisions to hunt from a vehicle, call each area for other conditions that may apply
- …..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
- RR …reservation required
Fair Hill NRMA: 4,180 acres. Deer archery hunting (2,760 acres), raccoon hunting (3,500 acres), and a falconry program for small game (895 acres). 410-390-1246.
Grove Farm WMA: 987 acres. 410-356-9722.
Old Bohemia WMA: 975 acres. 410-356-9722.

CARROLL
Farver CWMA: 45 acres. Deer archery hunting only. 410-356-9722.
Hanover Watershed CWMA: 337 acres. 410-356-9722.
Morison Run NEA: 600 acres. Deer archery and muzzleloader hunting by permit only. 410-356-9722.
Putapasco Valley State Park: See Baltimore County.
Norbeck Area (formerly known as the Mercer property) 127 acres. Deer archery and muzzleloader hunting by permit only 410-356-9722.
Sawmill CWMA: 600 acres. 410-356-9722.

CECIL
• Bethel: 400 acres. Archery hunting only for deer; 410-356-9722.
• Courthouse Point: 315 acres. Archery hunting only; 410-356-9722.
• Elk Forest: 242 acres; 410-356-9722.
• Grove Neck: Waterfowl only from two blind sites on the Sassafras River. No on site boat access available; 410-356-9722.
• Steemers Run: 730 acres. Boat access restricted to waterfowl hunting only. Closed until further notice; 410-356-9722.
• Welch Point: 77 acres; 410-356-9722.

DORCHESTER
Sunday hunting is allowed for the Spring Turkey Season on Dorchester County public lands.
Baumgartner-Southampton Complex CFW: 210 acres. 410-632-3732.
Fishing Bay WMA: 30,376 acres. Furbearer trapping permits issued by bid process. 410-376-3236.
Hoernicke-Ohlphant Complex CFW: 368 acres. 410-632-3732.
Insley Complex CFW: 450 acres. 410-632-3732.
Lewis Complex CFW: 1,562 acres. Waterfowl hunting allowed in designated areas within State boundary only. Refer to map at: https://dnr.maryland.gov/forests/Documents/300_D26_Lewis.pdf. 410-632-3732.
Marshyhope Complex CFW: 3,454 acres. 410-632-3732.
Nanticoke River WMA See also Wicomico County 410-376-3236.
• Calloway Wharf: 53 acres. Water access only; 410-376-3236.
• Lower Marshyhope Swamp: 415 acres. Water access only. Furbearer trapping permits issued by bid process; 410-376-3236.
Tar Bay WMA: 12 acres. Waterfowl (water access only). 410-376-3256.

FREDERICK
Frederick City Watershed CFW: 7,300 acres. Free permit required to hunt furbears at night. 301-842-2702.
Gravel Hill Swamp WMA: 69 acres. Archery hunting only. 301-842-2702.
Heather’s Island WMA: 194 acres. Boat access only. 301-842-2702.
Monocacy NRMA: 1,800 acres. Hunting permitted Monday–Saturday. 301-924-2127
Ridder 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: 328 acres. 301-334-4255.
Mt. Nebo WMA: 1,834 acres. 301-334-4255.
Potomac-Garrett State Forest: 19,000 acres. For trapping permit call 301-334-2038.
Savage River State Forest: 55,185 acres. For trapping permit call 301-895-5739.
Youhiggoney Reservoir CFW: 900 acres. 301-334-4255.

HARFORD
Gunpowder Falls State Park: See Baltimore County.
Rocks State Park:
• Deer Creek Area: 120 acres. Deer archery hunting only. 410-557-7994.
• Cameron Area: 105 acres. Deer archery hunting only. 410-356-9722.
**PUBLIC HUNTING LANDS**

**HOWARD**

Patapsco Valley State Park: See Baltimore County.
Patuxent River State Park: 4,750 acres. 301-924-2127

**KENT**

Sassafras NRMA: 1,100 acres. General hunting with restrictions. Migratory goose hunting by lottery only. Restrictions and applications available online at dnr.maryland.gov/publiclands. 410-820-1668.

**MONTGOMERY**

Islands of the Potomac WMA: 4,000 acres. 410-356-9272. Park information: 410-968-1565
- Mason Island: 274 acres
- Oxley Island: 35 acres
- Maddox Island: 169 acres
McKee-Beshers WMA: 1,960 acres. 410-356-9272.
Patuxent River State Park: See Howard County.

**PRINCE GEORGE’S**

Bowen WMA: 300 acres. Waterfowl and rail hunting only. Boat access only. 301-743-5161.
Cedarville State Forest: See Charles County.
Cheleton WMA: 15 acres. Dove and deer archery hunting only. 301-743-5161.
Gardner Road Park CWMA (MNCPPC): 120 acres. Deer hunting only. Archery, Muzzleloader and Firearms Seasons. 301-743-5161.
Marlboro Natural Area CWMA (MNCPPC): 657 acres. Deer archery hunting only. Open Monday-Saturday. 301-743-5161.
National Park Service Blind Sites: See Howard County.
Patuxent River Park/ Billingsley (MNCPPC): 400 acres. Deer archery hunting only. Open Mon.–Fri., nine a.m. to one half hour after sunset. 301-743-5161.
Queen Anne Bridge Rd CWMA (MNCPPC): 182 acres. Deer archery hunting only. Open Mon.–Sat. 301-743-5161.
Rosaryville State Park: 460 acres. Deer archery hunting only. Permit and sign-in required. 301-743-5161.
Spice Creek NRMA: 230 acres. Reservations required for waterfowl blind site. 301-743-5161.

**QUEEN ANNE’S**

Browns Branch WMA: 1,172 acres. 410-356-9272.

**Somerset**

Brice Stump Complex CWMA: 1,663 acres. Located off Allen Road and Route 13. 410-632-3732.
Cedar Island WMA: 3,081 acres. Furbearer trapping permits issued by bid process. Boat access only. 410-651-2065.
Deal Island WMA: 13,565 acres. Furbearer trapping permits issued by bid process. Impoundment areas open to hunting during September Resident Canada goose season and Youth/Veteran/Military waterfowl hunting days. Lottery permit required for all regular duck season impoundment hunting days, as follows: October segment on opening day and any Saturday; November segment on opening day, any Saturday, and the Friday following Thanksgiving; December/January segment on opening day, any Saturday, and Wednesdays beginning January 1. The impoundment will be closed to hunting on all other days. Lottery application available online at dnr.maryland.gov. Application deadline is Sept. 12, 2022. Motorized boats, except those powered by electric motors, are prohibited in the impoundments between October 1 and March 31. 410-651-2065.
E. Mace Smith Complex CWMA: 1,737 acres. 410-632-3732.
Fairmount WMA: 5,240 acres. Furbearer trapping permits issued by bid process. Impoundment areas open to hunting during September Impoundment areas open to hunting during September Residents only in the third split of the season. Park Information 301-872-5688.
Felts Point WMA: 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.
Fort McHenry Park: See Baltimore County.
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, turkey, (winter season only) and waterfowl hunting only. Hunters must use archery equipment during the early muzzleloader season. Waterfowl hunting at designated blind sites only. Access by boat only. 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.
ARCHERY HUNTING AT LIBERTY, LOCH RAVEN AND PRETTYBOY RESERVOIRS

Special rules and regulations for 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 watersheds areas at any time.
- Hunting is permitted only from one hour before sunrise to one 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 hunting.
- On Loch Raven Reservoir hunting is prohibited on the Torrey C. Brown Rail/NCR Trail.
- Deer archery hunting during the junior Deer Hunting Days, Deer Firearms and Deer Muzzleloader Seasons are required to wear daylight fluorescent color clothing.
- Archery Hunting Permits for Liberty, Loch Raven and Prettyboy Reservoirs are available online at dnr.maryland.gov/wildlife/Documents/Reservoir-Permit.pdf.
- For reservoir hunting questions call 410-356-9272.

ARCHERY HUNTING PERMIT FOR THE LIBERTY, LOCH RAVEN AND PRETTYBOY RESERVOIRS 2022-2023

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):
- DNR ID:
- Vehicle Tag(s):

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

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

Maryland Department of Natural Resources
3740 Gwynnbrook Ave., Owings Mills, MD 21117

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# SUNSET & SUNRISE

## SUNRISE AND SUNSET AT BALTIMORE, MD (EASTERN STANDARD TIME)
SEPTEMBER 2022 THROUGH MAY 2023

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Source: Astronomical Applications Department, 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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