

Chincoteague

*National Wildlife
Refuge*

Big Game Hunting Firearms 2014-2015

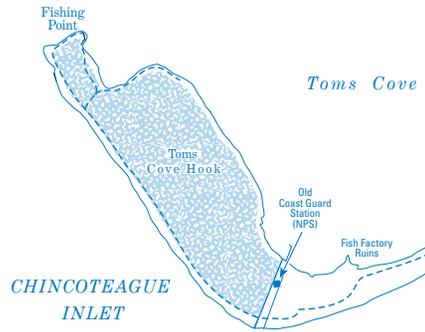
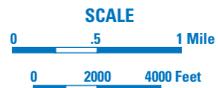


What's new for 2014-2015

- Hunters must apply for their Big Game Firearms Hunting Permit online. Applications are available at www.fws.gov/refuge/Chincoteague/visit/hunting.html and completed forms should be emailed to SH@ChincoHunt@fws.gov. The online application and mailed-in \$5.00 application fee must be received before September 26, 2014 for the hunter to be considered in the lottery.
- **All fees for applications and permits must be paid by mail or in person using cash, check or money order. Mail payments to:**
 - Chincoteague National Wildlife Refuge
 - PO Box 62
 - Chincoteague, VA 23336
- All permits will be issued at orientation and must be validated with a signature.

Big Game Firearms Hunt Map

Chincoteague National Wildlife Refuge



Legend

- 1 - 11a** Hunt Zones
- Closed Area
- Check Station (Located at Refuge Headquarters)
- Service Road
- Service Road (unimproved)
- Jeep Trail (foot traffic only)
- Eagle's Nest

Firearm Hunt Zones

	Zones: 3 through 11a Weapons: Rifle, shotgun, muzzleloader, and pistol Hunt Hours: 1/2 hour before sunrise until 1/2 hour after sunset
	Zones: 1 (east of the Jeep Trail), 1a, 1b, 1c and 2* Weapons: Shotgun, muzzleloader and pistol Hunt Hours: 1/2 hour before sunrise until noon *Zone 2 may be available to standby hunters on a limited basis subject to the regulations listed above
	Zones: 1 (west of the Jeep Trail) and 2a Weapons: Shotgun, muzzleloader and pistol Hunt Hours: 1/2 hour before sunrise until 1/2 hour after sunset
	Zone: 2 (reserved for hunters confined to a wheelchair) Weapons: Rifle*, shotgun, muzzleloader, and pistol Hunt Hours: 1/2 hour before sunrise until 1/2 hour after sunset *Rifles may only be used from the overlook platform
	Zone: Toms Cove Hook (availability and restrictions apply) Weapons: Shotgun, muzzleloader, and pistol Hunt Hours: 1/2 hour before sunrise until 1/2 hour after sunset
	Zone: 1d Weapons: Shotgun (buckshot 00 or 000 only) Hunt Hours: 1/2 hour before sunrise until noon
	Zone: Wildcat Marsh Unit Weapons: Shotgun (buckshot 00 or 000 only) Hunt Hours: 1/2 hour before sunrise until 1/2 hour after sunset

General Provisions

Chincoteague National Wildlife Refuge is one of more than 560 National Wildlife Refuges. The primary objective of this refuge is to provide habitat for the conservation of all native species of wildlife. Hunting is one tool used to manage wildlife populations at a level compatible with the environment, provide recreational opportunities, and permit the use of a valuable renewable resource. Chincoteague National Wildlife Refuge manages its hunt through a permit system.

General Hunt Regulations: *Firearms*

Hunt Dates

Each week of the hunt will be divided into two hunt periods: Monday - Tuesday and Thursday - Friday. **Firearm** hunts are split into two types:

Sika elk and white-tailed deer: December 8-9, 11-12, 15-16, 18-19

Sika elk only:

January 5-6, 8-9

Application Deadline

September 26, 2014 (receipt date).

Hunters apply for the Big Game Firearms Hunting lottery as individuals and must submit their application online. Applications are available at www.fws.gov/refuge/Chincoteague/visit/hunting.html and must be complete when submitted. Application forms should be submitted via email to SH<@ChincoHunt@fws.gov. A non-refundable \$5.00 fee will be charged to processes each application. The payment for the application fee must be received before September 26, 2014 for the hunter to be considered in the lottery. **Fee payments must be submitted by mail or in person in cash, check or money order payable to the U. S. Fish and Wildlife Service.**

■ Mail payments to:

Chincoteague National Wildlife Refuge
PO Box 62
Chincoteague, VA 23336

■ If a person's name appears on more than one application, all applications with the duplicate name will be disqualified.

■ Applications will not be accepted over the telephone, fax or mail.

■ At least one member of the hunt party must be 18 years of age.

■ Hunters must be age 12 or older by their selected hunt period to hunt on the refuge.

■ Applications must contain the hunter's full legal name as it appears on their driver's license.

★ **NOTE:** A spam filter may prevent hunt related emails from reaching your inbox. Please add SH<@ChincoHunt@fws.gov to your address book.

Lottery Selection Results

A computerized lottery will be held to select hunters. Successful hunters will be notified of results via email by October 10, 2014. Those hunters who are not selected will be recorded in order of

lottery selection on a list of alternates. Alternates will only be notified if permits have not been claimed by selected hunters.

Permit Fees

Once selected in the lottery, a \$20.00 permit fee must be paid by each hunter. **Fee payments must be submitted by mail or in person in cash, check or money order payable to the U. S. Fish and Wildlife Service.** Mail payments to:

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Permit fees must be received by November 1, 2014. **Hunters will receive permits during orientation and must sign the permit upon receipt;** permits must be signed to be valid. Hunters do not need to pay the \$20.00 fee again if they participate in the firearms stand-by process. Fees are non-refundable.

Paying the permit fee locks in the date and zone for the selected hunter. The selected hunter has the option of adding up to 4 other hunters to form a hunt party of 5 individuals. A \$20.00 permit fee must be submitted by mail or in person for each *additional* hunt party member. The hunter will only be added to the group when payment is received. There is no permit fee for a substitution. The selected hunter is responsible for all payments, correspondence, and party changes.

- Additions and substitutions must be submitted by using the appropriate forms found at www.fws.gov/refuge/Chincoteague/visit/hunting.html. The appropriate forms must be submitted via email to SH<@ChincoHunt@fws.gov.
- At least one person on the original application must remain in the hunting party.
- **All addition and substitution requests must be submitted with payment at least 1 week prior to arrival at orientation.**

If the permit fee for the primary hunter is not received by November 1, individuals on the alternates list will be contacted. Alternates selected must pay permit fees for their entire hunt party by November 14, 2014. Any remaining vacant zones will be posted on-line and will be available for stand-by.

Orientations

All hunters must attend one firearms orientation session prior to hunting. Sessions will be held on Sundays and Wednesdays at 10:00 am prior to each scheduled hunt period. Hunters must be on time. Once the orientation begins, late individuals will not be allowed in or allowed to hunt, under any circumstances.

Scouting will be permitted from 11:00 am - 6:00 pm following the orientation session. Hunters may only scout their area on the day prior to their scheduled two-day hunt period

Special Hunt Zones

Wildcat Marsh: *White-tailed deer only:* December 8-9, 15-16

Guidelines are as follows:

- Shotgun - buckshot 00 or 000 only.

- Hunt area may be accessed **by boat only**.
- Hunters are exempt from checking deer at refuge; however, state tag validation and checking requirements apply.
- A buffer zone, closed to hunting, is maintained along the southern boundary to provide safety for private residences located immediately outside the Wildcat Marsh unit to reduce disturbance to the eagle's nest during critical nest site selection time by adult eagles.
- All other refuge regulations apply.

Hunt Zone 1D: Guidelines for Herbert H. Bateman Educational and Administrative Center and Maintenance Building area:

- Availability and restrictions apply
- Those wishing to hunt this area must have been preselected in the lottery and be present at the orientation immediately prior to their scheduled hunt.
- Those chosen for Zone 1D will not retain their original hunt areas.
- If no pre-selected parties wish to hunt Zone 1D, standby hunters will be given that opportunity.
- 1/2 day hunt
- Shotgun only
- No ground hunting, must hunt from 14' elevated tree stand
- 50' No Hunting Buffer Zone around all buildings and parking lots

Hunt Zone 10:

- One group will be selected to hunt in this zone
- Walking will be required to access this zone (please see map)

The Tom's Cove Hook:

- Availability and restrictions apply
- Two groups will be selected to hunt in this zone
- Those wishing to hunt this area must have been pre-selected in the lottery and be present at the orientation immediately prior to their scheduled hunt.
- Those chosen for Tom's Cove Hook will not retain their original hunt areas.
- If no pre-selected parties wish to hunt Tom's Cove Hook, standby hunters will be given that opportunity
- Four-wheel drive vehicles required to access area
- All oversand vehicles must carry a shovel, jack, tow rope or chain, a board or similar support for the jack, and a low pressure tire gauge

Standby Hunter Drawings

Vacant zones will be filled by groups of up to five hunters who apply for the standby lottery following each firearms orientation. Only the group representative is required to be present at the lottery drawing, as long as the remaining group members have attended a previous firearms orientation during the current season. A stand-by lottery will be run after each orientation at 11:00 am. Selected stand-by hunters will be required to pay the \$20.00 permit fee.

Bag Limits

Sika: Permitted firearm hunters may take up to five sika daily, two of which may be antlered.

White-tailed Deer: White-tailed deer hunters may take deer in accordance with the Virginia daily bag limits, during the two-day hunt period.

Other General Regulations

All federal and Virginia hunting regulations apply.

Virginia big game tags must be used on white-tailed deer taken on the refuge.

Virginia Deer Population Reduction Program (DPOP) tags will be provided by refuge staff and must be used on sika elk taken on refuge.

All harvested animals must be completely field dressed and brought to the refuge's official check station for inspection by personnel.

Each hunter must sign-in and sign-out immediately prior to entering and after exiting the hunt zone. Orientation will cover sign-in and out box location and procedure.

330' Closed area maintained around eagle nest

The boundaries of the hunt zones are recognized in the field by prominent landmarks, flagging and signs (*see map*). Each hunter is responsible for knowing the boundaries of his/her hunt zone.

A valid state/county hunting license, big game license and refuge permit are **all** required to hunt on the refuge.

All hunters must make a reasonable effort to recover wounded animals and must notify the check station personnel immediately if they have been unable to recover the animal.

Hunters are not permitted to cross water management areas unless retrieving a harvested animal.

Non-hunters are not permitted in the field except in the wheelchair zone to assist hunters with disabilities.

Shotgun ammunition is restricted to slugs or buckshot (00 or 000 only).

Discharging firearms within 50' of the centerline of any road is prohibited

Permanent attachment of tree stands and the use of tree stands permanently attached by nails, wire, screws or in any other way **is prohibited**. **Portable stands are permitted, but must be removed** at the end of each hunt period. The U.S. Fish & Wildlife Service will not be responsible for any stands left unattended.

The use of a boat, all-terrain vehicle (ATV), bicycle, or saddled animal within your hunt zone is prohibited.

The **use or possession** of alcoholic beverages or controlled substances is prohibited.

The taking of wildlife other than the permitted species is prohibited.

The minimum age allowed to hunt on the refuge is 12 years of age by the time they reach the hunt session and the child must meet state licensing requirements.

Hunters between the ages of 12 and 17 must be accompanied and directly supervised by a mentor over 18 who has on their person a valid Virginia hunting license and refuge permit.

All persons in firearm hunt zones must wear a minimum of 400 total square inches of blaze orange material consisting of a **vest and hat** or **jacket and hat**. Blaze orange camouflage is not acceptable.

Hunters using ground blinds, which completely conceal the hunter, are required to display at least 100 square inches of solid blaze orange material at shoulder level within body reach and visible from 360 degrees.

Persons possessing, transporting, or carrying firearms on National Wildlife Refuges must comply with all provisions of state and local law. Persons may only use (discharge) firearms in accordance with refuge regulations (50 CFR 27.42 and specific refuge regulations in 50 CFR Part 32).

Hunters in Wheelchairs

Zone 2 contains a 1.6 mile paved loop trail and is reserved for hunters permanently confined to a wheelchair. Hunters with disabilities will find most of the firearm zones accessible. If no wheelchair hunters apply, the zone will be open to standby hunters from ½ hour before sunrise until noon. Please mark on your application if you are a wheelchair bound hunter and are interested in hunting in the wheelchair zone.

- Hunters in this zone must stay on paved trails, established paths and overlook platform, except when retrieving deer.
- Vehicles may be parked in the outer lot or driven on the trail to established parking lots.
- Each hunting party must have a non-hunting partner available if he/she needs assistance retrieving or dressing harvested animals.
- This partner must be identified at orientation and a “no fee” permit will be issued by refuge staff.
- Only shotguns or muzzleloaders can be used within the wheelchair hunt zone.
- Rifles are only permitted on the overlook platform.

Chincoteague National Wildlife Refuge

P.O. Box 62
Chincoteague, VA 23336-0062
757/336 6122

www.fws.gov/refuge/chincoteague

Federal Relay Service for the deaf and hard-of-hearing
1 800/ 877 8339 TDD/ 1 800/828 1140 voice.

U.S. Fish & Wildlife Service
1 800/344 WILD
<http://www.fws.gov>
June 2014



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PENALTY FOR PRIVATE USE \$300

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