and Administrative Center and Maintenance Building area: $20.00 permit fee.

11:00 am. Selected stand-by hunters will be required to pay the season. A stand-by lottery will be run after each orientation at each firearms orientation. Vacant zones will be filled by groups of up to five hunters who apply for the standby lottery following each firearms orientation.

The Tom’s Cove Hook:

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.

Four-wheel drive vehicles required to access area

Those chosen for Tom’s Cove Hook will not retain their standby hunters will be given that opportunity. The lottery and be present at the orientation immediately prior to their scheduled hunt.

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

Valid state/country 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.

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

The use of a boat, all-terrain vehicle (ATV), bicycle, or saddled animal, permanenly attached by nails, wire, screws or in any other way is prohibited.

Discharging firearms within 50’ of the centerline of any road is prohibited.

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

Non-hunters are not permitted in the field except in the sign-in and out box location and procedure.

Access is prohibited.

Person 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 10 CFR Part 52).

Hunters with Disabilities

Guidelines are currently being updated. A supplemental document will be released mid-summer to address specific regulations for hunters with disabilities.

Chincoteague National Wildlife Refuge

Chincoteague, VA 23336-0062

P.O. Box 62

May 2015

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

1 800/800 WILD

http://www.fws.gov

What’s new for 2015-2016

Hunters must apply for their Big Game Firearms Hunting Permit online. Applications are available at www.fws.gov/refuge/chincoteague/chincohunt.html and completed forms should be submitted to FWS/Chincoteague refuges. The online application and mailed-in $5.00 application fee must be received before September 25, 2015 for the hunter to be considered in this 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 23336-0062

All permits will be issued at orientation and must be validated with a signature.

- Bag Limits

- Silica: Permitted firearm hunters may take up to five silkie 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 oversand vehicle regulations apply.

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

- Virginia Deer Population Reduction Program (DROP) tag will be provided by refuge staff and must be used on silkie 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 not applicable regulations.

- 130’ Closed area maintained around eagle nest

- The use of alcohol, tobacco, or other substances is prohibited.

- The hunting season in the refuge is from September 1 to November 30.

- The minimum age allowed to hunt on the refuge in 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 firearms 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 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 10 CFR Part 52).

- Hunters with Disabilities

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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. Each week of the hunt will be divided into two hunt periods:
Monday - Tuesday and Thursday - Friday. Jan. 4-5, 7-8

Firearm Hunt Zones

<table>
<thead>
<tr>
<th>Zone</th>
<th>Weapons</th>
<th>Hunt Hours</th>
<th>Fee Payment</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zone 1</td>
<td>Shotgun, muzzleloader and pistol</td>
<td>1/2 hour before sunrise until 1/2 hour after sunset</td>
<td>$20.00</td>
<td>Each zone must be reserved by the hunter or their representative. Additional hitters must be added to the group through the stand-by process. Fees are non-refundable.</td>
</tr>
<tr>
<td>Zone 2 (reserved for hunters with disabilities)</td>
<td>Shotgun, muzzleloader and pistol</td>
<td>1/2 hour before sunrise until 1/2 hour after sunset</td>
<td>$20.00</td>
<td>Each zone may be added to the group through the stand-by process.</td>
</tr>
</tbody>
</table>

Applications must be submitted by using the appropriate forms found at www.fws.gov/refuge. Chincoteague/visit/hunting.htm. The appropriate forms must be submitted via email to FWS_Chincoteague@fws.gov. The computerized lottery will be held to select hunters. Successful hunters will be notified of results via email by October 9, 2015. 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.

Paying the permit fee locks in the date and zone for the selected hunt. The selected hunter has the option of adding up to four other hunters to form a hunt party of 5 individuals. A $20.00 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, correspondences, and party changes.

All additions and substitutions must be submitted by using the appropriate forms found at www.fws.gov/refuge. Chincoteague/visit/hunting.htm. The appropriate forms must be submitted via email to FWS_Chincoteague@fws.gov.

At least one person on the original application must remain in the hunting party. All additional and substitution requests must be submitted with payment at least 1 week prior to arrival at orientation.

At least one person on the original application must remain in the hunting party. All additional and substitution requests must be submitted with payment at least 1 week prior to arrival at orientation.

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

Applications will not be accepted in person, over the telephone, or by mail.

At least one member of the hunt party must be 18 years of age. Hunters must be at least 12 years of age 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.

A $20.00 fee may prevent hunt related emails from reaching your inbox. Please add FW5_ChincoHunt@fws.gov to your address book.

NOTE: A spam filter may prevent hunt related emails from reaching your inbox. Please add FW5_ChincoHunt@fws.gov to your address book.

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Chincoteague, VA 23336

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General Hunt Regulations: Firearms
Hunt Dates
Each week of the hunt will be divided into two hunt periods: Monday – Tuesday and Wednesday – Thursday. Firearm hunts are split into two types:
1. Sika elk only: December 7-8, 14-15, 17-18
2. Elk only: January 4-5, 7-8
Application Deadline
September 25, 2015 (receipt date, includes application fee).

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/best_hunting.html. They may be submitted when automated application forms should be submitted via email to FW5_ChincoHunt@fws.gov. A non-refundable $50 fee will be charged to process each application. The application for the payment for the application must be received before September 25, 2015 for the hunter to be considered in the lottery. Fees must be submitted by mail or in person in cash, check or money order payable to the U.S. Fish and Wildlife Service.

Hunt Hours:
Zone:
Wildcat Marsh Unit
1/2 hour before sunrise until 1/2 hour after sunset. Weapons:
Shotgun – buckshot 00 or 000 only.
Hunt Dates:
December 7-8, 14-15

Additional and substitution requests must be submitted with payment at least 1 week prior to arrival at orientation. The permit for the primary hunter is not received by November 1, individuals on the alternates list will be contacted. Alternate selected must pay permit fees by November 14, 2015. Any remaining vacant spots will be offered to eligible alternates. Those hunters who are not selected will be notified in order of lottery selection on a list of alternates. Alternates will only be notified if permits have not been claimed by selected hunters.

As part of the permit process, a computerized lottery will be held to select hunters. Successful hunters will be notified by email on October 9, 2015.

Additions and substitutions must be submitted by the appropriate forms found at www.fws.gov/refuge/Chincoteague/best_hunting.html. The appropriate forms must be submitted via email to FW5_ChincoHunt@fws.gov. All addition and substitution requests must be submitted with payment at least 1 week prior to arrival at orientation.

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 also 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.

Special Hunt Zones
Wildcat Marsh: (allowance for personnel) No hunting is permitted in or allowed to hunt, under any circumstances.

Additions and substitutions must be submitted by the appropriate forms found at www.fws.gov/refuge/Chincoteague/best_hunting.html. The appropriate forms must be submitted via email to FW5_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.

Applications will not be accepted in person, over the telephone, by fax or by mail. Applications must contain the hunter’s full legal name as it appears on their driver’s license. Applications will be reviewed for eligibility. The applicant 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. No shotguns may be loaded while hunting. All hunters must be in possession of their hunter’s license issued by the U.S. Fish and Wildlife Service. Hunters do not have to be residents of Virginia.

Hunt zones will be selected by the Jump Trail Orienteering Process. Applications will not be accepted in person, over the telephone, by fax or by mail. Applications must contain the hunter’s full legal name as it appears on their driver’s license. Applications will be reviewed for eligibility. The applicant must be age 12 or older by their selected hunt period to hunt on the refuge.

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Special Hunt Zones
Wildcat Marsh: (allowance for personnel) No hunting is permitted in or allowed to hunt, under any circumstances.
All oversand vehicles must carry a shovel, jack, tow rope or chain, a board or similar support for the jack, and a low tire pressure gauge.

The U.S. Fish & Wildlife Service will not be responsible for any stands left unattended.

The taking of wildlife other than the permitted species is prohibited. The taking of plants other than non-game species is prohibited. The possession, transport, or sale of non-game species is prohibited.

Discharging firearms within 50’ of the centerline of any road is prohibited. The use of a firearm other than a handgun is prohibited within 50’ of any building, vehicle or structure used by refuge personnel.

Violation of any refuge rules or regulations may result in a fine of up to $1,000 and possible arrest. Federal law prohibits the sale, purchase, possession, or transportation of any regulated protected wildlife species (see http://www.fws.gov/Endangered). Non-federal undercover agents assigned to enforce federal wildlife laws may carry firearms while on the refuge.

Discharging firearms within 50’ of the centerline of any road is prohibited. Discharging firearms within 330’ of an eagle’s nest (as defined by the refuge) is prohibited. Discharging firearms within 1/2 mile of any building or structure is prohibited. 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 in 50 CFR 73.4 and specific refuge regulations in 50 CFR Part 32.

Hunters with Disabilities

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757/336 6122
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