



Mason Neck National Wildlife Refuge 2013 Deer Hunt Program

PURPOSE: To maintain the deer herd at a healthy level compatible with planned habitat goals and objectives while minimizing impacts to wildlife and visitors.

HUNT DATES: Thursday-November 21, Friday-November 22, and Friday-December 13, 2013.

PERMITS: Hunt permits are assigned by lottery and valid for one assigned hunting day. Selected hunters have until 11:45am (following orientation) on October 26, 2013 to purchase permits, after which the permits will be offered to qualified standbys. Permits remaining after the standby session will be available to hunters who wish to purchase additional permits to guarantee additional hunt days. Permits are \$20.00 for the general public and \$10.00 for Senior and Access Pass holders.

FIREARM QUALIFICATION: Selected hunters are required to qualify their firearm **BEFORE** the scheduled hunt dates. All applicants must qualify on an approved range. Firearms and ammo may be added to the qualification card any time before the hunt. Only firearms and ammunition listed on the qualification card may be used or possessed during the hunt. Qualification cards are valid for three years. *Cards from 2011 & 2012 are valid for this year's hunt.* Persons not in possession of a qualification card from an approved range will not hunt.

Buckshot: Applicants are limited to shotgun(s) 20 gauge or larger and #1 or larger buckshot (20 gauge may use #2 or #3 buck). Qualification consists of firing from an off-hand position, one shot at a 14" square target at 25 yards, with a passing scores of at least 3 pellets for 000, 4 for 00 or 0, 5 for #1, 6 for #2, and 7 for #3. Each hunter will be allowed 2 attempts per firearm.

Slug: There is no shotgun gauge limitation. Qualification consists of firing from an off-hand position to a 14" circle target at 50 yards. Each hunter is allowed 2 attempts per firearm.

NEW in 2013: No antler restrictions. An antlerless deer must be harvested prior to an antlered buck.

ORIENTATION: Applicants must attend an orientation session in person on October 26, 2013 or complete an on-line orientation and test to learn requirements and safety measures for this hunt and have their qualification card stamped with the attendance date. Multiple sessions will be offered. Attending orientation sessions from a previous year, for another hunt, or at another agency's session cannot be counted towards this orientation requirement. **If selected to hunt, time and location for in-person orientations and on-line orientations will be provided on the hunt lottery notice.**

ALTERNATES: Permitted hunters have the option to show up on other non-assigned hunt days as an alternate. Alternates may fill hunt spaces if assigned hunters do not show or leave the field early.

SWAPS: Hunters may trade amongst themselves or for unclaimed permits. Swaps may occur during the standby and extra permit sale session following the orientation session on October 26, 2013. All permit trades must be approved and registered with hunt staff by the end of the standby and extra permit sale session. To swap, each hunter must have already purchased a permit. No one may hold a permit for a person who has not completed all requirements and purchased their own permit.

STANDBYS: Occasionally selected hunters fail to complete the requirements and cannot claim a permit. Unclaimed permits are made available to lottery selected, standby hunters. Standby hunters will have the letters "SB" and numbers on their notification letter indicating their lottery status. Standbys may claim a permit only if they have completed firearms qualification and orientation before the swap and extra permit sales. Standby sales occur following the last orientation session on Saturday, October 26, 2013.

SCOUTING: Scouting will occur on Sunday, Nov. 4 from 9:00am until 5:00pm. State park parking fees are waived on scout day if a valid permit is displayed. On non-scouting days, hunters may visit park and refuge areas open to the public but must obey all rules and regulations including payment of fees and not entering in to closed areas. Firearms are not permitted during scouting. Reflectors, ribbons, or any other material used to mark paths are no longer allowed during scouting and prohibited. GPS units are recommended for marking desired locations.

HUNT AREA: Areas in the park and refuge form one hunting area. Hunting is allowed ONLY within designated boundaries illustrated on the map handout. Orange Carsonite posts with orange reflective tape or wide pink flagging on trees mark external boundaries and closed areas. Hunters are not to cross a hunt boundary unless accompanied by refuge or park staff.

Each hunter's permit corresponds with a designated parking lot. Hunters must begin the hunt from their designated parking lot but may WALK anywhere within hunt area. During the hunt, hunters may not use vehicles to access additional areas or drive other hunters to or from unassigned hunting areas.

Exceptions: Tree Stand Area (green reflective tape/orange post) and Mobility Impaired sites (MI#) are limited to hunters who request assignment when they check in. Hunters may not enter the tree stand area unless assigned or trailing a wounded deer. Hunters must request a refuge or park staff escort to trail a deer into the Tree Stand Area. Vehicles are permitted to travel on asphalt or gravel roads marked on hunt maps. Deer may be brought to nearest road for pick up, except Gunston Road.

MOBILITY IMPAIRED AREA - Mobility Impaired (MI) hunters must meet state requirements (permanently unable to walk) and obtain a state certificate to shoot from a vehicle. MI hunters may choose one of three sites assigned for limited mobility (one hunter per site). MI hunters must remain within 100' of their designated site. MI hunter aides are considered unarmed helpers for medical/safety reasons or driver-chaperons; authorization must be noted on permit at time of purchase. Aides may set up, retrieve deer, and remain in a vehicle or with the MI hunter. Aides may not drive deer to the hunter and cannot possess a firearm while in the MI area.

TREE STAND AREA: This area provides additional safety to the Gunston Road corridor by elevating the hunters to shoot downward. Hunters may request the Tree Stand Area during check-in. Only hunters with treestands are allowed in the area. Hunters must set up and remain in their stand during hunting hours before 10:00am and after 1:00pm. From 10:00am until 1:00pm, hunters may be on the ground relocating. Firearms must be unloaded while on the ground unless trailing wounded deer.

HUNTER CHECK IN-OUT: All hunters must check in with the check station at the entrance on High Point Road when beginning a hunt or returning to the field. Hunters must check out when leaving the hunt area for any reason. Selected hunters will be admitted and checked in at 5:45 am. Selected hunters not present by 6:15 am will lose their spot and must join the alternate line to hunt. Spaces not filled by 6:15 am will be offered to alternates. Alternates may form a line at 5:45 am and will be admitted as spaces become available. NO hunters admitted after 3:30 pm.

BAG LIMITS: White-tailed deer are the only legal species to be hunted. Deer Management Assistance Program (DMAP) tags are for antlerless deer only and do not count against daily or annual bag, i.e. unlimited DMAP tags per day. With the Earn-A-Buck program, hunters must harvest an antlerless deer prior to harvesting a buck. There are no antler restrictions. There is a limit of one buck per permit.

Hunters must make a reasonable effort to retrieve a wounded deer and must report wounded deer to staff. All deer must be removed from the field whole (field dressed only) and presented at the check station. Deer may not be processed (cut up) in the field. Entrails (guts) must be buried or removed if near a public trail or road. Shooting ends at 5:00 pm.

TAGGING and DEER CHECK STATION. All harvested deer must be checked into the station by 2:00 pm. Hunters may return to their assigned area and continue hunting for the remainder of the day. Antlerless deer are brought to the check station where hunters are issued a check card/DMAP tag. Use your tag on any antlered deer while in the field.

ADDITIONAL REGULATIONS:

- (1) Virginia State hunting regulations along with refuge and park special regulations apply.
- (2) Hunters must possess a valid Virginia hunting license, big game tags, refuge permit, and qualification card. Refuge permits must be visible in the windshield or driver's window on hunt and scout days. Licenses and cert cards must be carried in the field,
- (3) Hunters must wear at least 400 square inches of solid blaze orange visible 360° on head, chest, and back in a conspicuous manner at all times in the field, including when in a stand or behind a blind. Camouflaged orange is not acceptable.
- (4) It is illegal to construct permanent stands or install a nail, spike, or other metal object into trees. Portable stands and blinds must be removed daily. No trees or branches may be cut. Screw-in foot steps and spiked tree stands are prohibited.
- (5) Hunters may not shoot or hunt within 100 yards of any driveable roadway within the hunt area. There are no 100 yard buffers along the secondary roads to tree stand area or lots 9, 10, and 18. Shooting across or along any road is prohibited.
- (6) Hunters may only use or possess firearms and ammunition listed on their qualification card. Firearms must be unloaded and cased or broken down, except when in the assigned hunt area.
- (7) No unauthorized persons will be permitted in the hunt area or at the deer check station. Hunter's aides may assist in setup or deer retrieval but cannot remain with the hunter in the field nor may they drive deer to the hunter. Drivers must stay in their vehicle or leave the hunt area when not transporting the hunter.
- (8) Hunters under 18 must be accompanied by a licensed unarmed adult in visual and verbal contact at all times. Adults may only supervise one youth at a time. Youths may not be left alone in a vehicle while the adult hunts.
- (9) Possession or use of alcoholic beverages during the hunt is prohibited.
- (10) Fires are prohibited.
- (11) Any violation of the permit will result in administrative cancellation and/or criminal charges.