



Occoquan Bay 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: Monday - December 9 and Wednesday - December 11, 2013.

If staff determines the hunt has yet to reach desired management goals, an additional hunt day for STANDBY hunters only may be added. Hunters unable to obtain a hunt permit for the first two hunt days may call for a spot on a list to possibly hunt on January 9, 2014. Staff will accept calls for the additional hunt day on January 3 at 8:00am at 703-490-4979 ext. 15.

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. Applicants must qualify on an approved range and are limited to shotgun(s) 20 gauge or larger and #1 or larger buckshot (20 gauge may use #2 or #3 buck). Qualification consist 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.

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.

NEW in 2013: (1) No antler restrictions. An antlerless deer must be harvested prior to an antlered buck. (2) Standby hunters may fill unclaimed hunt slots from 6:15 to 6:30 am the morning of hunt days.

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 of the in-person orientation and on-line orientation information will be provided on the hunt lottery notice.**

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 letter "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 will occur following the last orientation sessions on Saturday, October 26, 2013.

Spaces not filled by selected hunters on the morning of a hunt day, will be offered to standby hunters. Standby hunters must have a valid firearms qualification card and completed orientation. Standby hunters may form a separate line at 5:45 am and will be admitted if space is available at 6:15 am. Permits will be \$20.00 upon entry. Gates will close to **ALL** hunters at 6:30 am.

SCOUTING: Scouting is NOT permitted for the Occoquan Bay NWR hunt.

MOBILITY IMPAIRED (MI) HUNTERS - MI hunters are welcomed and appropriate accommodations will be made. MI hunter aides are considered unarmed helpers for medical/safety reasons or chaperons; authorization must be noted on permit at time of purchase. Aides may set up, retrieve deer, and remain with the MI hunter. Aides may not drive deer to the hunter and cannot possess a firearm while in the MI area.

HUNTER CHECK IN: All hunters must check in at the Occoquan Bay NWR front gate. Selected hunters will be admitted to check in at 5:45 am. Selected hunters not through the gate by 6:15 am will lose their spot to hunt. Spaces not filled will be offered to stand-bys. Stand-by hunters may form a separate line at 5:45 am and will be admitted if space is available at 6:15 am. Standby permits will be \$20.00 upon entry. The front gate will close to **ALL** hunters at 6:30 am. There will be no admittance to hunt after 6:30 am.

Once checked in, hunters will proceed to the main parking lot to check in with staff. Staff will escort hunters to their selected stand. Each hunter's permit corresponds to a designated tree stand area for safety and dispersion over the one square mile hunt.

SPECIAL EQUIPMENT: All hunters must bring a FRS two-way radio and tree stand harness. Radios are used to communicate with refuge staff during the hunt. If a hunter wishes to vacate the area, they must contact staff via two-way radio. A staff member will escort the hunter from their area. Once a hunter leaves their assigned hunt area, the hunter may not return and is finished hunting for the day. All hunters must check out with hunt staff before exiting the refuge.

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. There are no antler restrictions. There is a limit of one buck per permit.

January 9, 2014 special rule: Hunting on this date is antlerless only, in accordance with Virginia late-season hunt policy.

Hunters must make a reasonable effort to retrieve a wounded deer and must report wounded deer to staff. All deer must be field dressed only and presented at the check station. Deer may not be processed (cut up) in the field. Entrails or 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 reported to the check station staff via two-way radio immediately. Once contact is made with staff, hunters may 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 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^o on head, chest, and back in a conspicuous manner at all times in the field, including when in a stand, plus an orange hat. Camouflaged orange is not acceptable.
- (4) 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.
- (5) No unauthorized persons will be permitted onto the refuge.
- (6) 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. If accompanied by a selected adult hunter, both youth and adult are allowed to be armed.
- (7) Possession or use of alcoholic beverage during the hunt is prohibited.
- (8) Fires are prohibited.
- (9) Any violation of the permit will result in administrative cancellation and/or criminal charges.