

Blackwater Refuge is part of the Chesapeake Marshlands NWR Complex. It is one of over 540 national wildlife refuges in the United States. The primary objective of a national wildlife refuge is to provide habitat for the conservation and protection of wildlife. The harvest of surplus animals is one tool used to manage wildlife populations. Carefully managed hunts maintain wildlife populations at a level compatible with the environment, provide wholesome recreational opportunities, and permit the use of valuable, renewable resources.

Hunting on a national wildlife refuge is a privilege and your behavior while participating in a Blackwater National Wildlife Refuge hunt may affect future hunting on refuges. The Refuge provides habitat for several endangered and threatened species. Federal and State laws prohibit any activity that might harm endangered or threatened plants and animals. We believe that these hunts can be conducted without harming any endangered species and have taken certain precautions to make it so. The Delmarva fox squirrel is an endangered species found on the Refuge.

REMEMBER! Your hunt permit authorizes you to take specified game only. Harming or needlessly disturbing any other wildlife, including any birds, mammals, turtles, frogs, lizards and even poisonous snakes, is a violation of Refuge regulations and is cause for prosecution. The regulations listed below supplement the general regulations which govern hunting on wildlife refuges set forth in Title 50, Code of Federal Regulations. Hunting will be in accordance with applicable State regulations and the following special Refuge regulations.

## REGULATIONS LEGAL TO TAKE

**1. Species:** White-tailed & Sika Deer

**2. Season bag limits: State bag limits apply.** Deer harvested during Refuge hunts except Youth Hunt **will** count toward the State's regional combined bag limit.

**Youth:** 1 white-tailed and 1 sika deer, either sex.

**Archery:** Sika deer: 1 antlered and 1 antlerless. White-tailed deer: 2 either sex, only one may be antlered.

**Quota Muzzleloader Hunts (combined total):** Sika deer: 1 antlered and 1 antlerless. White-tailed deer: 2 either sex, only one may be antlered.

**Non-Quota Muzzleloader:** 2 antlerless white-tailed deer

**Quota and Non-Quota Shotgun (combined total):** Sika deer: 1 antlered and 1 antlerless. White-tailed deer: 2 either sex, only one may be antlered.

**Archery** - September 27 - October 15, 2008; October 27 - November 15, 2008; January 17 - January 31, 2009; Area U and B1\* closed to Archery on November 1, 2008

\*Permanently wheelchair bound hunters only - see map

**Quota Muzzleloader** - October 17 and October 18, 2008

**Non-Quota Muzzleloader** - October 23 - October 25, 2008 (3 day white-tailed deer only), December 20, 2008

**Youth Hunt** - November 1, 2008; Area U and Area B1\* closed to Archery

**Quota Shotgun** - December 1, 2008 and December 5, 2008

**Non-Quota Shotgun** - December 11- December 13, 2008

## PERMIT LICENSE REQUIREMENTS

Each hunter must have the following in his/her possession and display them upon request of any FWS employee or DNR police:

1. Valid Maryland State hunting license and stamps, including any necessary bonus stamps.
2. Current photo identification.
3. Valid Archery, Youth, Muzzleloader, or Shotgun Hunt permit.

## APPLICATION GUIDELINES

### 1. Archery Permit

**Prior to September 19** permits can only be obtained through the mail by mailing a check or money order made payable to the **Friends of Blackwater** for the appropriate amount. The archery permit may be obtained **after September 19** at the Refuge Visitor Center on Key Wallace Drive between the hours of 9:00 a.m. - 4:00 p.m. daily or by mail until the last day of Archery on January 31, 2009. **Area U and B1\* will be closed to Archery during the Youth Hunt on November 1, 2008.** All deer harvested will count toward the State's regional combined bag limits and must be checked in following Maryland State guidelines using the code 543.

### 2. Youth, Muzzleloader, and Shotgun Hunts

On July 5, permit applications will be mailed to all hunters who participated in any Refuge hunt within the past three years. Applications will also be available at the Blackwater NWR Visitor Center beginning July 7. All hunters must obtain a permit regardless of age. **Permits are non-transferable.** Applications will be received **ONLY** by mail, and **not later than October 4 for Muzzleloader Hunt applications, October 19 for Youth Hunt applications, and November 15 for Shotgun Hunt applications.** **For Youth Hunt Only:** In addition to obtaining permits by mail, permits also will be issued to walk-ins on the day of a Youth

Hunters may proceed directly to any area open to hunting. All deer harvested will count toward the State's regional combined bag limits and must be checked in following Maryland State guidelines using code 543. The Hunt coordinator will be available 11:00am - 1:00pm at the Refuge Visitor Center.

### 2. Wheelchair Bound Hunters

Hunters, including archery hunters, wishing to qualify for disabled permits in Area B1\* and Q2\* must be permanently wheelchair bound and may be accompanied by an assistant who may also hunt if they have a permit.

### 3. Weapons

**Archery** - Bows and arrows according to State of Maryland regulations. Cross bows may only be used during the January 17-January 31, 2009 Archery Hunt unless a state issued cross bow permit is possessed.

**Youth Hunt** - Shotguns only, with slugs and/or No. 1 buckshot or larger.

**Muzzleloader Hunt** - Muzzleloading rifles and muzzleloading shotguns only, according to State of Maryland regulations.

**Shotgun Hunt** - Shotguns only, with slugs and/or No. 1 buckshot or larger.

### 4. Access

Motorized vehicles are authorized for access only on Area B1\* and Q2\*(see hunt map), designated roads, and parking areas indicated on hunt maps. All other access is limited to walk-in or bicycles. Access by boat is prohibited. Access by ATVs except Area B1\* and Q2\* is prohibited. Hunters are required to seek permission from Refuge employee to retrieve deer from a closed area.

### 5. Scouting

No check-in or check-out is required for scouting, and participants may proceed directly to their chosen hunting areas to scout. Firearms or other weapons are not allowed on the Refuge when scouting. Scouting will **only** be permitted by hunters with a permit on September 26; October 12; October 26; November 23, 2008; and January 16, 2009. Staff will be available at the Refuge Visitor Center from 9:00am-1:00pm for information. All youth hunters must be accompanied by an adult/guardian age 21 or older

### 6. Hunter Orange

A minimum of 400 square inches of solid-colored daylight fluorescent orange clothing must be worn on the head, chest,

Archery Application: \$20

Quota Muzzleloader: \$10

Non-Quota Muzzleloader: \$10

Quota Shotgun: \$10

Non-Quota Shotgun: \$20

Youth Fees: \$5 for each type of hunt

First Year Youth Hunter: Free

Note: Golden Age/Senior passes or Golden Access/Access pass holders fees are reduced by 1/2.

## GENERAL REGULATIONS

### 1. Check-In/Check-Out Procedures

Only participants possessing authorized permits will be allowed to enter the hunt areas. This includes traveling on/accessing hunt unit roads and parking lots beyond entrance gates.

**Archery** - Check-in and check-out is not required. Deer harvested on Blackwater NWR **must** be checked in following Maryland State guidelines using the code 543, and **will** be counted toward the State's regional combined bag limits.

**Youth** - Hunters must be at least 10 years old but less than 16 years old to participate and accompanied by a licensed or exempt from licensed, unarmed adult, 21 or older. Check-in is required at the designated Refuge check station (see map). The check station will open at 5:00 a.m. A valid hunt permit, proper hunting license, and personal identification will be required to check-in. The accompanying adult must remain with the youth for all times in the field. All deer killed must be properly tagged and presented for examination at the Refuge check station on the day of the kill and **will not** be counted toward the State's regional combined bag limit.

**Quota Muzzleloader & Shotgun Hunts** - Check-in is required at the designated Refuge check station (see map) for the October 17 and 18 Quota Muzzleloader Hunts and December 1 and December 5 Quota Shotgun Hunts. The check station will open at 5:00 a.m. A valid hunt permit, proper hunting license and bonus stamps, and personal identification will be required to check-in. All deer harvested **will** be counted toward the State's regional combined bag limits. They must be properly tagged with Maryland Big Game Harvest Record filled out according to State regulations, and presented for examination at the Refuge check station on the day harvested.

**Non-Quota Muzzleloader & Non-Quota Shotgun Hunts** Check-in and check-out is not required for scouting.

and **back** of **all** hunters during the Refuge's Youth, Muzzleloader, and Shotgun Hunts. **Orange hats/material must be worn on head at all times. Camouflage orange and faded orange garments are prohibited.**

### 7. Tree Stands

The use of a tree stand that elevates the hunter a minimum of 8 feet above the ground is **mandatory for hunting Area B2.** Temporary, removable, ladder, fixed, and climbing-type tree stands are permitted and encouraged in all other areas. **Tree stands must not damage the tree.** Screw in steps, spikes, nails, or other objects that are driven into the tree are prohibited. Strap-on steps are permitted. Hunting from a permanently constructed tree stand is prohibited. Tree stands may be left in the hunting area during the hunting season at the hunter's discretion. Unoccupied tree stands must be tagged in plain sight with permit number and year. The Refuge will not be held responsible for damage, theft, or other hunter occupancy. **Tree stands must be removed the last day of the Refuge hunting season.** Tree stands can be pre-installed during the scouting days for use during the selected hunts. Any stands left in the hunting area after the season are considered abandoned property and will be removed.

### 8. Other Regulations

\* Pets are prohibited in hunt areas.

\* Only designated game species may be taken and other wildlife may not be molested in any manner.

\* Camping is not permitted.

\* Only contained fire cooking devices are permitted, and these are restricted to designated parking areas.

\* Commercialization (guiding) is not permitted.

\* Baiting is not permitted.

\* Only participants possessing authorized permits will be allowed to enter the hunt areas.

\* Use of alcohol beverages while hunting is prohibited.

\* Driving deer is permitted only on December 11, 12, and 13.

\* Park in designated areas only.

\* Area access and hunter participation can be revoked at discretion of the Refuge.

\* Possession of loaded weapons on parking areas and shooting across or down any graveled, dirt, or paved road is prohibited.

**9. Check box on application form if interested in receiving information on future turkey hunts or waterfowl hunts.**

Hunt at the check in station.

### 3. Permit Application Fees

### 3. Hunting Seasons